Polyhedron™
NEWSZINE

57
JANUARY-
FEBRUARY

RPGA
NETWORK

Conventions

Pandemonium 8, January 19th–20th
Ontario gamers should join us at Ryerson Polytechnical Institute, Jorgenson Hall, Hub Cafeteria, 300 Victoria St, Toronto. Featured are 50 different game tournaments including a two-round Network event, two game auctions, and a miniatures painting contest. For information write: Pandemonium 8, 17B Wales Ave, Toronto, Ontario, M5T 1J2, Canada, or call 416-597-1934.

JanCon, January 19th–20th
Network events are among the featured games at this two-day event held at the Quality Inn Conference Center in New Haven, CT. Other events include AD&D® games, Battletech, Diplomacy, miniatures painting, movie room, and a dealers room. A banquet will be held on January 20th. There will be a benefit game with all proceeds going to Alzheimer's research. For information send a SASE to: JanCon, P.O. Box 822, Shelton, CT 06484.

The Day After, January 21st
Network events are among the featured games, which include a benefit with all proceeds going to Alzheimer's research. These events are sponsored by the Network, MechForce, and VOX. Games include Heroes Unlimited, Cyberpunk, and the AD&D® 2nd Edition Game. For information send a SASE to: JanCon, P.O. Box 822, Shelton, CT 06484.

CanCon 91, January 26th–28th
Australia's biggest convention will be up and running at the University of Canberra in Canberra, ACT, Australia; with miniatures, boardgames, and role playing. There will be several Network events, a costume parade, and a fun time for all. Our special guest is Jean Rabe. For an entry form write: CanCon, GPO Box 1016, Canberra City, ACT, 2601, Australia.

Prairie Con, February 8th–10th
The Assiniboine Community College in Brandon, Manitoba will host Brandon's 13th annual game convention. The event schedule includes AD&D games, FORGOTTEN REALMS™ games, SPELLJAMMER™ games, and DRAGONQUEST™ games. For information write: Prairie Con, P.O. Box 1731, Brandon, Manitoba, Canada R7A 6J3.

Genghis Con, February 15th–17th
The Sheraton Hotel & Conference center in Denver, CO plays host to this gaming weekend. Meet our special guests Jean Rabe, Darwin Bromley, and Richard Borg. Our many gaming events include a Puffing Billy Railroad event. Network events include tournaments for the AD&D game, Call of Cthulhu, MARVEL SUPER HEROES game, TOP SECRET/S.I.™ game, FluffyQuest, and more. For information call: George Keros 303-297-3737 and leave a message.

Total Confusion V, February 22nd–24th
Our site is the Sheraton Worcester Hotel and Conference Center, 500 Lincoln St, Worcester, MA 01605, 508-852-4000. Our schedule of more than 120 events will include AD&D games, GURPS, Battletech, Diplomacy, Assault, Call of Cthulhu, Car Wars, DC Heroes, and Axis and Allies. A costume competition and miniatures painting contest also will be held. Registration at the door is $10. Pre-registration prices are $8 a day or $20 for all three days. For information or a pre-registration package contact the Total Confusion Convention. P.O. Box 1463, Worcester, MA 01607, or call 508-987-1530.

Egyptian Campaign '91, March 1st–3rd
This convention will be held at the Student Center of Southern Illinois University at Carbondale. The convention offers a wide variety of events including: a Network AD&D game tournament, miniatures judging, and a game auction. Pre-registration cost is $8 for the weekend. One-and two-day passes are $5 in advance, $10 at the door. Admission on Friday the 1st is free. For information send a business-sized SASE to: S.I.U. Strategic Games Society, Office of Student Development, Southern Illinois University, Carbondale, IL 62901-4425, or call the Castle Perilous Game Store, 618-529-5317.

ConnCon 91, April 6th–7th
This convention will be held at the Danbury Hilton Inn in Danbury, CT. Many first-run RPGA Network events will be held, including Masters and Grand Masters tournaments. There will be role-playing games, miniatures battles, war games, an awards banquet, a Network members' meeting, and more. Jean Rabe, RPGA Network Coordinator, will be joining us again as guest of honor and will once again present a few seminars. Pre-registration will be mailed at the end of January. The pre-registration fee includes three free games and is $15 before March 22nd. After March 22nd the fee is $20 with no free games. Write to: ConnCon, P.O. Box 444, Sherman, CT 06784. To reserve a room at the Hilton, call 203-794-0600 and be sure to mention ConnCon.

Opticon, May 31st–June 2nd
Held at the University of Akron in Akron, OH, this event will offer a variety of games, including Network events; also an auction, dealers' area, painting contest, art show, and special guests (guest list to be announced). Pre-registration is $15 for the weekend. Dorm rooms are available. For information write: Opticon 91, P.O. Box 4876, Akron, OH 44310, or call 216-972-7713.

Attention Convention Coordinators:
If you would like to have your convention listed in the POLYHEDRON™ Newszine, send us the information six months in advance. This should allow us to list your convention in at least one issue. Necessary information includes the dates, times, and location of the convention; activities planned, including tournaments, masquerade, dealers room, etc; fees; and where people can write for more information or to pre-register.

To aid in listing your convention, Network HQ has convention announcement forms. These are available by writing to us at: P.O. Box 515, Lake Geneva, WI, 53147.

About the Cover

Artist Clyde Caldwell captured this view of the notorious interstellar crime boss Neaga Moonglow and her best friend, auntie maim, for this issue's installment of The Living Galaxy.

RPGA™ NETWORK

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Polyhedron™ NEWSZINE

Volume 11, Number 1
Issue #57, January, 1991

SPECIAL MODULE FEATURE

23 **Rakshasa – by Christopher Mortika**
Great rewards await groups with wits, guile, and solidarity in this short adventure for the AD&D® Game. A swift and horrible death await all others.

FEATURES

8 **The Living City – by Eric Scott Vaughn**
Burton's Bouncing Bears offer patrons of the Mooney & Sons Circus a show they'll never forget.

13 **Mutations – by Dale "Slade" Henson**
Meet Simon Dundee, an eccentric who has compiled an extensive list of hitherto unknown mutations for the GAMMA WORLD® Game.

28 **More To The Maze – by Tom Wham**
The designer of the MERTWIG'S MAZE™ Gamefolio discusses its history, answers the most-asked rules questions, and gives a brand new expansion available only to Newszine readers.

EDITORIAL

4 **Notes From HQ – by Jean Rabe**
The Network coordinator discusses the ins and outs of the ranking system, and introduces the HQ staff—including our newest member.

7 **Letters – from the members**

DEPARTMENTS

20 **The Everwinking Eye – by Ed Greenwood**
Ed and Elminster finish their discussion of the village of Maskyr's Eye.

22 **With Great Power – by Steven Schend**
What's the best setting for a super hero campaign? That depends of what you're looking for. Our columnist discusses three options for the MARVEL SUPER HEROES Game.

25 **The Living Galaxy – by Roger E. Moore**
No campaign is complete without its cast of villains. Our columnist examines their creation and use—from mere annoyance to deadly nemesis.

2 **Convention Announcements**

31 **Classifieds**

Inside Front Mailer Cover – Origins Judge Appeal

Back Mailer Cover – GEN CON® Game Fair Judge Appeal

Notes From HQ

Announcements, Introductions, And Points

If you are a new member and this is your first issue of the Newszine, welcome to the RPGA™ Network. We are the biggest and best international organization for role playing games. Members range in age from 8 to 70. They are of various nationalities and backgrounds, and have varied interests. But we have one thing in common—we enjoy role playing games.

Now is an exciting time to be part of the Network, as we continue to expand our programs and activities and as we enter our 11th year. We are sanctioning tournaments at more than 120 conventions annually throughout the world. And the tournaments cover enough different game systems to keep almost everyone happy—AD&D® 2nd Edition Game, D&D® Game, GAMMA WORLD® Game, TOP SECRET/S.I.™ Game, BOOT HILL® Game, BUCK ROGERS® XXVc™ Game, MARVEL SUPER HEROES Game, all from TSR, Inc, Paranoia, Ghost Busters International, Star Wars, and Torg from West End Games, Champions from Iron Crown Enterprises, Twilight 2000, 2300 A.D., Traveller, MegaTraveller, and Space 1889 from GDW, DC Heroes and Chill from Mayfair Games, Star Trek and Shadowrun from FASA, Teenage Mutant Ninja Turtles from Paladium Books, Teenagers From Outer Space and Cyberpunk from R.Talsorian Games, Runequest from Avalon Hill, Call of Cthulhu from Chaosium, Timemaster from 54° 40′ Orphyte, and more.

We have a club program where Network-sanctioned clubs gain special benefits and can compete in contests and tournaments; we are on-line with the GEnie computer bulletin board system; we produce an annual Living City product written by members; we offer discounts on gaming products to members; and new activities are added all the time. As an RPGA Network member you can get a 10% discount on gaming materials through the Mail Order Hobby Shop, 54° 40′ Orphyte, and Lion Rampant; in Europe through TSR Ltd's mail order department; and in Australia through Jedko Games' mail order department.

We are establishing a Retail Program to involve local hobby shops—this will give Network members still more benefits and should help the membership grow. We'll talk more about that program in a future issue.

More Issues—Six of Them

Beginning in May, the POLYHEDRON™ Newszine goes monthly!

The Newszine has come a long way in the past decade, from a thin, quarterly all black-and-white issue to a monthly, 32-page two-color edition. The art is better, the articles cover a wide variety of gaming topics, and now, with our increased frequency, RPGA Network members have double the opportunities to see their work in print.

Of course, more Newszines means the cost of a membership is going to rise. Current members will not see a change in price until it is time to renew. In other words, you will be getting some bonus issues this year to fill out your annual membership.

We're counting on you staying a member when your renewal notice comes due because we think a monthly magazine more than justifies the price increase. For example, in 1990 a one-year U.S. membership cost $15. Now, that will rise to $20; but for $5 more you are getting six extra issues.

Here are the new rates:

U.S. (bulk mail):
One year $20.00; two years $32.00; renewal $16.00

Canadian (air mail):
One year $25.00; two years $44.00; renewal $22.00

International (surface mail):
One year $32.00; two years $60.00; renewal $30.00

International (air mail):
One year $60.00; two years $110.00; renewal $55.00

Special international rates are available to members in Australia and New Zealand and in Europe.

All members are invited to contribute to the Newszine. Authors whose materials are accepted for publication are compensated with gift certificates to the Mail Order Hobby Shop or with membership extensions. For writing guidelines, contact: RPGA Network, P.O. Box 515, Lake Geneva, WI 53147.

Introductions

Although many Network members have met the HQ staff at conventions and other gatherings, we know there are a lot of you out there who have no idea who we are or who to contact about various questions involving the Network. This should help:

I'm Jean Rabe. I have worked as Network Coordinator since March, 1987. Prior to coming to TSR, Inc., I worked as a newspaper reporter and copy desk editor. (I enjoy working for the Network much better.)

I'm the editor of the POLYHEDRON™ Newszine, and as such I love to get letters from members discussing what they like and don't like about the magazine, I also like to hear about what kind of articles you want to see. But be forewarned that if you make a suggestion, I might suggest that you write the article! I also edit tournaments for conventions and present seminars and writing workshops on behalf of the Network at conventions. My additional responsibilities include managing the day-to-day operations of the Network and overseeing our Network branches in Australia and the U.K.

Skip Williams has been with the Network full-time since September, 1989. Before that he worked as a freelance editor for the Network for two years, and even earlier for TSR in various capacities. Skip is the associate editor of the Newszine, and handles submissions, convention announcements, and classified ads. In addition, he edits tournaments, presents seminars at conventions, and chairs the Network Advisory Committee.

Skip is a veteran gamer, learning the DUNGEONS & DRAGONS® Game at a very young age by playing it at Gary Gygax's house. His knowledge of a variety of role playing games is extensive, and he puts it to use in writing the monthly Sage Advice column for DRAGON® Magazine.

Charmaine Reynolds has been the Network clerk since March, 1990. She is responsible for signing up new members through the mail and over the phone, handling the renewals of current members, and processing the results of Network tournaments.

Besides all of that, she assists with new members' kits, handles special promotions, and takes care of the bulk of the Network's paperwork.

To make Charmaine's work easier—and to get the results from tournaments you play in recorded faster—make sure you completely fill out your tournament score sheets. Tournament score sheets that contain complete information—including participants' membership numbers—will be recorded first.

James Martzhal is the newest addition to the RPGA™ Network, starting work in October, 1990. James, a member of the Network Club Damage, Inc., is the Network's editorial assistant.

James manages the Network's tournament and convention files. This includes assigning tournaments to conventions, taking charge of convention mailings, and handling all tournament submissions. In addition, he assists Charmaine with recording tournament scores, and he edits tournaments.

If you are a convention coordinator and want specific tournaments for your convention, contact James. Further, please request tournaments six months in advance of your convention. All tournament requests must be in writing.

Contacting The Staff

When you send Newszine submissions, proposed tournaments, convention announcements, classified advertisements, and other materials to the Network, please mark on the outside of the envelope what the material inside is. This will help it get to the appropriate staff member faster.

Because of the amount of conventions and activities we deal with, it is necessary to get requests in writing. At Network HQ we keep a file on each convention that has Network events and a file for each tournament.

Tough On Tournaments

Because the Network is sanctioning an increasing amount of tournaments at conventions worldwide, it is important that we know early which conventions want tournaments. The Network asks conventions to give us notice six months in advance. This allows us to list the convention in a few issues of the Newszine and to schedule and mail tournaments early. We like to give convention coordinators their tournaments about a month before the convention. This gives them time to mail them to the judges.

Conventions which wait to the last minute to request tournaments will not be given tournaments. In cases such as this, convention coordinators are not

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POLYHEDRON Newszine is mailed free to all RPGA™ Network members. US membership rates are $15 per year (bulk mail delivery only); Canadian rates are $22; foreign rates are $25 per year (surface mail) or $45 per year (air mail). All prices are subject to change without notice. Changes of address for the delivery of membership materials must be received at least 30 days prior to the effective date of the change to ensure uninterrupted delivery.

POLYHEDRON Newszine welcomes unsolicited submissions of written material and artwork that are accompanied by our Standard Disclosure Form. No responsibility for such submissions can be assumed by the publisher in any event. No submission will be returned unless it is also accompanied by a self-adressed, stamped envelope of sufficient size.

Unless special arrangements to the contrary are made prior to publication, materials submitted to the publisher for publication in POLYHEDRON Newszine are accepted solely upon the condition that the materials may be edited and published in POLYHEDRON Newszine or used in RPGA™ Network sanctioned tournaments, conventions and events without cost to the publisher. TSR and the RPGA Network shall make no other use of the materials unless TSR and the author or artist enter into a written agreement regarding such use.

TSR grants to prospective authors a non-exclusive right to use copyrighted materials of TSR in their submissions to TSR. An author, however, shall have no right to publish or to permit someone other than TSR to publish a submission that includes any copyrighted materials of TSR without first obtaining the written permission of TSR to do so.

All letters addressed to the RPGA Network or to TSR, Inc., will be considered as submissions and may be printed in whole or in part at the discretion of the editor unless the sender specifically requests otherwise in writing.

Unless otherwise stated, the opinions expressed in POLYHEDRON Newszine are those of the individual authors, and do not necessarily reflect the opinions of TSR, Inc., the RPGA Network, or its staff.

Standard Disclosure Forms, POLYHEDRON Writing Guidelines, Tournament Request Forms, Membership Forms, Club Forms, and Classified Ad Forms are available from Network HQ.

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allowing themselves enough time to get the tournaments to their judges, which means the judges will not be prepared, which means the tournaments likely will not be run well. Gamers deserve a well-run event with prepared judges.

The Point System

Many new RPGA™ Network members ask about the point system. What is it? How does it work? How many points do I need to become master-level player (3rd level)? Is the point formula printed somewhere? Even the Network's Advisory Committee has been analyzing the situation.

Here's a brief explanation of the point system:

The Network sponsors role-playing tournaments throughout the world. These events use a special voting system to determine who played best and how well the referee ran the game; each player fills out a ballot that has a section for evaluating the referee and a space for listing the four best players. The referee also has a ballot where he rates the group as a whole, and he also lists his choices for the four best players. The votes each player earned are then totaled and the highest-scoring player is declared the winner. When members participate in these events, HQ records the results. The more tournaments you play in, and the better you do in those events, the more international ranking points you earn.

As you gain points you are assigned player and judge levels. When you reach 3rd Level, you are a Masters Level player or judge; at 5th Level, you are a Grand Masters Level player or judge; and at 7th Level, you are a Paragon Level player or judge. Special tournaments are available to Masters, Grand Masters, and Paragons. Paragon is a new division of play, and an AD&D® Game Paragon Event *will* premier at GEN CON® Game Fair in August, 1991.

Network members also receive points for writing tournaments, participating in membership drives, writing articles for the POLYHEDRON™ Newszine, and for coordinating or assisting at conventions. These are called "service points" and help build your level as a player or a judge.

When you renew your membership to the Network you receive an updated RPGA Network membership card. Along with the card, you get a breakdown of your points—showing how many you received for tournament play and how many you received for service.

Some members have asked us to print the point formula so you can keep a running total of your points. On the surface that sounds easy; you could tell at anytime how many points you had, right? No.

If Network HQ printed the point formula, the only way you could keep a running total of your points was if you knew *exactly* how each player and judge voted for you in every event—and how the judge ranked the overall performance of each group you gamed with. Otherwise, you would not be able to apply those scores to the formula. This goes beyond knowing whether you came in first, second, third, or last in an event. This means knowing your *score,* knowing how everybody at the table voted for you—in every round of the event. And, frankly, in the spirit of fair play, Network HQ does not want that information released. There could be an awful lot of hurt feelings if someone learned they came in dead last with 0 votes or if they learned their best friend sitting right next to them didn't vote for them at all. Besides, we think voting could be influenced if a tournaments' participants knew that the way they voted would be revealed to all the players.

It's also a matter of practicality. At large conventions it would be impossible to allow all the players to review all the tournament packs so they could record all their scores. Tournament coordinators don't have the time to handle that; they have to concentrate on running the convention and events. To top it off, you might see your tournament score at a convention, record your results, and then become confused when you get a different total from HQ. You see, sometimes the people scoring tournaments at conventions make mistakes. They are under a lot of pressure to score things quickly so advancements can be posted and winners announced. Sometimes the numbers aren't added correctly. This rarely means someone was awarded first place when he or she really got second. But it can mean that a person got a score of 25 instead of 20 during a round because the numbers were added wrong.

Therefore, the point formula will not be printed.

However, we can understand why some players are interested in the point system. They want to know how many tournaments they would have to play in to make a certain level. So, Network HQ asked the TSR computer department to review the scores of all players from the beginning of our tournament program and come up with an average points award a player might expect to get for participating in various events. What follows are averages based on actual tournament results.

One Round Tournament: first place, 779 points; second place, 635; third place, 484.

Two Round Tournament: first place, 914 points; second place, 834; third place, 683. In addition, you receive points for participating in the first round of the event, an average of about 300 points for finishing first, second or third in that round.

Three Round Tournament: first place, 1,072; second place, 953; third place, 720. In addition, you receive points for participating in previous rounds. Points for placing third through first in the first round average between 150 and 300. Points for placing third through first in the second round average from 350 to 550.

Below is a listing of points needed to progress to various levels for players and judges.

Take Care,

Jean

PLAYER LEVELS

LEVEL	TITLE	POINT RANGE
0	Novice	0 - 749
1	Player	750 - 2249
2	Gamer	2250 - 5249
3	Campaigner	5250 - 11249
4	Strategist	11250 - 23249
5	Tactician	23250 - 48249
6	Leader	48250 - 98249
7	Paragon	98250 - 198249
8	Adventurer	198250 - 398249
9	Master Adventurer	398250 - 698249
10	10th Level Master Adventurer	698250 - 1098249
11	11th Level Master Adventurer	1098250 - 1598249
12	12th Level Master Adventurer	1598250 - 2189249

JUDGE LEVELS

LEVEL	TITLE	POINT RANGE
0	Rookie	0 - 999
1	Speaker	1000 - 2999
2	Arbiter	3000 - 6999
3	Moderator	7000 - 14999
4	Proctor	15000 - 30999
5	Referee	31000 - 62999
6	Mastermind	63000 - 126999
7	Tribune	127000 - 246999
8	Judge	247000 - 486999
9	Game Master	487000 - 846999
10	10th Level Game Master	847000 - 1326999
11	11th Level Game Master	1327000 - 1926999
12	12th Level Game Master	1927000 - 2646999

Letters

Reflections on Conventions, a Farewell, and Thanks

Our colleagues at DRAGON® Magazine forwarded this letter to us, since the author has questions about the Network's tournament program.

Can you please explain the process for selecting judges for the GEN CON® Game Fair? Is there a screening process to insure competent GMs? Must a person have a certain number of Network points in order to run a Network event? Lastly, is there a shortage of GMs? This seems important to me, since people pay to get into the Game Fair, they deserve to play with GMs who are not overworked.

James E. Matelski
Greendale, WI

To answer your "most important" question first, there is always a shortage of GMs at the Game Fair. There are plenty of referees out there, but not all of them are dedicated enough to judge events at the Game Fair. Even fewer people get involved quickly enough to do the Game Fair much good—March or April is when event planning is winding down, and anyone who wants to sign on as a judge after that will be able to do so only on a contingency basis. This issue of the Newszine, for example, contains an appeal for referees for the '91 Game Fair and for Origins '91. Believe us, it's NOT too early to think about these events.

Except for our Masters, Grand Masters, Paragon, and Club events, the Network does not have judge level requirements. In fact, we'll take non-member judges for feature and benefit events. We do, however, track each judge's performance, and we try to weed out those who get poor ratings.

To become a judge at the Game Fair, you have to fill out the correct paperwork and pay a deposit to insure you'll meet your commitments. The deposit is returned after the Game Fair, provided you ran your events. If you judge for the RPGA™ Network, you are not charged the deposit, but you must agree to game master at least three sessions.

I realize that the Network is associated with TSR, Inc. However, since you are supposed to represent the role-playing community as a whole I would appreciate seeing other companies' games in Network tournaments. I'd especially like to see Warhammer by Games Workshop, and Star Trek by Fasa.

Albert H. LaVigne
Staten Island, NY

Albert! We've been sponsoring non-TSR, Inc. games in tournaments for more than three years. Any convention organizer can get a list of games for which we have scenarios. These include: DC Heroes, Chill, Star Trek, Traveller, 2300 AD, Mega Traveller, Space 1889, Twilight 2000, Teenage Mutant Ninja Turtles, Star Wars, Paranoia, Champions, Teenagers for Outer Space, Call of Cthulhu, Warhammer, and more.

Just let the organizers of your favorite convention know what kinds of tournaments you'd like, and watch the Newszine's conventions announcements page for tournaments featuring your favorite game systems.

In response to the letter from NECCC in issue #55, I have the following comments:

I also believe that Network tournaments should be given only to public conventions. That is, those conventions which open their registration to the general public, even if it's pre-registration to a certain number of people or for a certain period of time. That is what I consider to be the minimum requirement, no matter how the convention is advertised.

For me, it's very simple: any convention is entitled to recognition by the Network, which is signified by sanctioning tournaments for it, so long as it as some form of public registration, even if it's limited or if special invitations are issued.

Aaron Goldblatt,
Fort Worth, TX

Well, Aaron, that pretty much sums up the HQ staff's opinion on the matter. At the GEN CON® Game Fair members meeting, someone suggested that we also should require a convention to be held at a public facility—no sanctioning events at people's homes. We think that's a good idea, but we suppose any home that boasts a large, convention-sized ballroom probably should qualify as an acceptable site, so long as plenty of members have a chance to attend. HQ will continue to use common sense in deciding where to sanction tournaments, and we'll continue doing our best to make sure every member has as many sanctioned events as possible within reach every year.

Two Open Letters to the Membership

Sylvia Deering, a longtime member of the HQ staff, and her husband Eddie, one of our most enthusiastic volunteers, moved out of the Lake Geneva area at the end of September to enjoy some southwestern sunshine.

To everyone:

I have never enjoyed working with and for so many wonderful people as much as I have each and every one of you.

Please accept my heartfelt thanks and gratitude for so many good wishes extended to Eddie and myself.

I shall miss everyone and look forward to hearing from and seeing you if you ever come out to the Las Vegas area.

Again, thank you for the opportunity of working, meeting, and playing with you all.

Our love to you all.

Sylvia & Eddie Deering
Las Vegas, NV

Dear Network Members:

A most sincere thank you for making Okada the beneficiary of your annual benefit tournament, and for the $1,600 you raised on our behalf. With the expansion of our program to include companion/therapy and service dogs your gift was not only generous but timely.

It is through donations of caring groups such as yours that we here at Okada can continue our work. We deeply appreciate your efforts and wish the very best for your organization in the future.

Pat Putnam,
Okada, Ltd.
Fontana, WI

❑

The Living City

Burton's Bouncing Bears

by Eric Scott Vaughn

"Hurry, Hurry, step right up and see the grandest bear act, the pride of the Jack Mooney & Sons Circus—Burton's Bouncing Bears," barks Jack Mooney, strutting about the circus grounds in his ringmaster garb.

"Burton's Bouncing Bears will thrill the young and the old, the adventurous and the timid. We're offering a special showing of the act right here in Ravens Bluff, the winter home of our fabulous circus. Get your tickets now. The action will begin in just a few moments under the Big Top!"

Burton's Bouncing Bears is one of the largest acts in the Mooney & Sons Circus, the greatest show in all of Faerun. Take a look at the cast of characters and their performance. They can be used in Ravens Bluff and Jack Mooney & Sons campaigns.

Donald Burton

7th Level Male Human Werebear Ranger

STR: 18/00
INT: 11
WIS: 12
DEX: 14
CON: 17
CHR: 14
AC Normal: 10
AC As Bear: 2
Hit Points: 73
Alignment: Chaotic Good
Height: 6'5" as a man, 7'8" as a bear
Weight: 224 pounds as a man, 412 as a bear
Hair/Eyes: Black/Brown
Age: 42

Weapon Proficiencies: Long sword, dagger, weaponless
Nonweapon Proficiencies: Agriculture (11), animal handling (bears) (11), animal lore (11), carpentry (18), cooking (11), fishing (11), hunting (11), set snares (10), tracking (14)
Languages: Common, Thorass, Dwarven, Bear
Ranger Abilities: Hide in shadows 43%, move silently 55%

Magic Items: *Ring of warmth, Murlynd's spoon, saw of mighty cutting, axe of the woodsman**

Appearance: Donald Burton is a tall, burly man who appears intimidating. He often dresses like a lumberjack in heavy shirts and pants with suspenders, and he usually always carries his axe at his side. His well-trimmed, full beard and his shoulder-length hair complete the picture.

Background: Donald's great natural strength and confidence have made him a role model for the children of other performers. While Donald does not have any formal education, he knows a great deal about the woods and the area around Ravens Bluff. He does not like society's silly rules, but he possesses a strong sense of right and wrong and will always fall back on his moral beliefs when they conflict with society's standards.

The father of a family of werebears, his act, Burton's Bouncing Bears, has thrilled audiences with acrobatics, dancing, and zany comedy routines for the past seven years. The act was formed when Donald found humans trapping bears in his home woods north of Waterdeep. After Donald overpowered the trappers, he learned of their plans to sell the bears to a circus based in Ravens Bluff. Outraged at the prospect of his "cousins" being caged and beaten, Donald journeyed to the Living City to take on the circus. However, when he confronted Jack Mooney and demanded that the bears be released, Mooney gave him a tour of the circus, showed him the conditions, and allowed him to "speak" with the bears. When Donald determined that the bears were quite happy with Mooney, he apologized for his rash actions and turned to leave.

Mooney asked Donald if he wanted to stay with the circus, which was just beginning its spring tour, until it reached Waterdeep. Donald agreed, not wanting to make the trip to Waterdeep alone. But by the time the circus reached Burton's home, he had become attached to the people and Mooney, and asked if he and his family could become a new addition. Although it is common knowledge to circus employees that the Burtons are werebears, the family never changes into bear form in public, and the circus audience only sees them as trained animals.

The other members of the circus troop were a little nervous at the prospect of living with a family of lycanthropes, but after the first full moon passed without incident, tension in the circus began to subside. Now, Donald has earned the loyalties of nearly everyone in the circus.

Donald is quick to help set up circus tents, and rides; he finds the work easy because of his massive strength. When squabbles break out on the circus grounds, he avoids combat, preferring arbitration to force. He will only join a fray if lives are in danger.

Donald is a devoted family man and plans to retire from active performing in a few years, turning the act over to his eldest son, Billy. He has discussed his plans with Jack, but has not yet made any firm commitments.

Pauline Burton

6th Level Female Human Werebear Ranger

STR: 18/50
INT: 15
WIS: 15
DEX: 13
CON: 16
CHR: 17
AC Normal: 10
AC As Bear: 2
Hit Points: 62
Alignment: Chaotic Good
Height: 6' as a woman, 7' as a bear
Weight: 174 pounds as a woman, 378 as a bear
Hair/Eyes: Black/Brown
Age: 37

Weapon Proficiencies: Long sword, mace, dagger
Nonweapon Proficiencies: Agriculture (15), animal handling (bears) (14), cooking (15) (18 with apron), sewing (13), survival (15), fishing (14), hunting (14), set snares (14), tracking (16)
Languages: Common, Elvish, Thorass, Dwarven, Bear

Ranger Abilities: Hide in shadows 37%, move silently 47%

Magic Items: *Long sword +1, Beauregard's beautiful bauble*, apron of comfort**

Appearance: Pauline Burton is a tall, athletic looking woman, who appears much younger than her actual age. She is attractive, self-confident, and often the subject of admiration.

Background: Although Pauline misses the woods north of Waterdeep, she is devoted to her husband, Donald, and she finds no greater joy than watching him and her three sons perform under the Big Top. She develops the routines her family performs. She also enforces the strict practice schedule. When Pauline isn't working out or streamlining the acts, she helps with the cooking in the circus kitchen. Large feasts are her specialty, and she always makes sure that no one leaves her table hungry. She often works with the circus baker, Bando, a little gnome who found his way here some months ago. Pauline also helps make the candied apples, chocolate covered cherries, and honey crackers that are sold by vendors during the circus performances.

Pauline met Donald while she was making a raid in her werebear form on a Kobold outpost near Waterdeep. Donald, also in his werebear from, was in the midst of the kobolds when she arrived. When the battle was finished, Donald changed into his human form, Pauline, astonished, did likewise. It was love at first sight, and they were married a few days later in a simple ceremony in Waterdeep.

Pauline has grown attached to the circus family. Most of the circus performers' children call her Ma Burton. If the circus children are threatened, she will fight to the death if necessary. She will not not transform into werebear in public unless the circumstances are especially dire. She loves to perform, and she loves to train her sons. However, she secretly longs to go back to the mountains where she grew up. She has often talked of visiting her two daughters who still live in the mountains with their husbands. These daughters disapprove of their parents traveling with the Jack Mooney & Sons Circus.

Billy Burton

9th Level Male Human Werebear Ranger

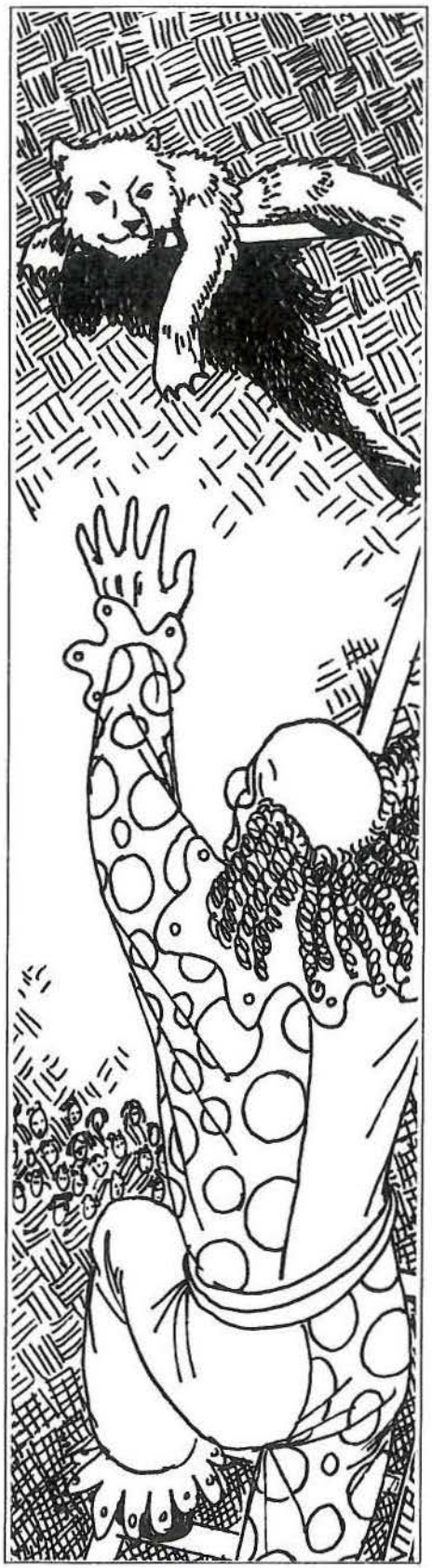
STR: 18/82
INT: 12
WIS: 13
DEX: 14
CON: 18
CHR: 18
AC Normal: 10
AC As Bear: 2
Hit Points: 113
Alignment: Chaotic Good
Height: 6'6" as a man, 8'7" as a bear
Weight: 234 pounds as a man, 458 as a bear
Hair/Eyes: Black/Brown
Age: 19

Weapon Proficiencies: Long sword, two-handed sword, dagger
Nonweapon Proficiencies: Agriculture (12), animal handling (bears) (12), cooking (12), survival (12), fishing (12), hunting (12), set snares (11), tracking (16)
Languages: Common, Thorass, Bear
Ranger Abilities: Hide in shadows 56%, move silently 70%

Appearance: Billy is a tall, powerful looking young man. His dark hair and eyes win him the admiration of many damsels. When in his human form, he walks with a slight limp, a reminder of his adventuring days. The limp vanishes when he shifts shape into bear form.

Background: Billy's adventuring career ended nearly as soon as it began. He was on his third expedition with a band of warriors when the band happened upon a scouting party of fire giants. After being man-handled by the giants, Billy decided that he had seen enough of the world and returned home to his family, which had just agreed to sign on with the Mooney & Sons Circus. Since then, Billy has become an accomplished performer and clown, and has grown in his ranger skills under the careful tutelage of Jack Mooney.

Billy also has earned the reputation of being the local ladies man, although he honestly doesn't know why. He treats all women as though they were royalty, be they nobility or peasants. This creates problems with jealous menfolk who see Billy as a threat. Also unknown to him is that he is being groomed to take over the act when his father eventually retires. The young Burton will never be



the driving force his father is; he is often filled with self doubt. The beating he took from the giants scarred him deeper than even he would guess. Billy does not truly believe himself worthy of major success and tends to fall short of his goals. In addition, Billy loves the night life of Ravens Bluff. He can be found "tavern hopping" almost any night the circus winters there.

Derrick Burton

7th Level Male Human Werebear Ranger

STR: 18/62
INT: 13
WIS: 16
DEX: 11
CON: 16
CHR: 18
AC Normal: 10
AC As Bear: 2
Hit Points: 69
Alignment: Chaotic Good
Height: 5'9" as a man, 7'7" as a bear
Weight: 193 pounds as a man, 414 as a bear
Hair/Eyes: Black/Brown
Age: 18

Weapon Proficiencies: Long sword, two-handed sword, dagger
Nonweapon Proficiencies: Agriculture (13), animal handling (bears) (15), cooking (13), survival (13), hunting (12), set snares (12), tracking (18)
Languages: Common, Thorass, Bear
Ranger Abilities: Hide in shadows 43%, move silently 55%

Magic Item: *Ring of warmth*

Appearance: Derrick is strikingly handsome, wears the best clothes in the latest fashions, and walks with an air of self assurance. He has curly shoulder-length hair, which he has styled in cities in which the circus plays.

Background: Derrick idolizes his older brother, Billy, trying to copy some of his mannerisms and the way he works with some of Mooney's circus animals. However Derrick possesses few of Billy's character flaws, being confident, self-assured, and reserved.

Like Billy, Derrick also embarked on a short adventuring career before he joined the circus. On his first adventure, Derrick killed a drow that had a *ring of warmth*. Derrick now sports the ring as a triumph of his adventuring career. Several escapades later, half of Derrick's companions died due to stupid accidents and poor planning. Realizing that he could have been killed just as easily, Derrick decided to take a break from his risky profession. Coincidentally, it was about that time his father returned to Waterdeep in the company of the Jack Mooney & Sons Circus.

He sees the circus as an opportunity to continue adventuring, while working at a steady job. He studies Billy and Jack Mooney to learn ranger skills, and someday plans to leave the circus and adventure full-time.

He enjoys the company of warriors, wizards, and thieves who watch the circus performances, and he will listen to any tale of daring and heroics that player characters might tell—no matter how tall it may be.

Derrick is just rejoining the act, having suffered a broken leg several months ago when he fell off a large warhorse he was learning to ride. His leg took quite a while to heal, and the incident left him with a limp.

When not performing, Derrick is either practicing for the next night's show, or else he is busy pestering the warriors in the circus to teach him anything they know about adventuring. His curiosity and desire for information is insatiable. He often talks about the time he got his magic ring (to the dismay of the other performers who have heard the tales thousands of times) and wants to know more about what awaits the brave and the powerful.

Derrick is young and impetuous, but his heart is made of gold. He does not interact well in large groups, but will deal with people two or three at a time. Derrick is suffering from indecision about how long he should remain at the circus. On one hand, he loves the circus, but on the other hand, he has wanderlust stirring in his blood. It is unlikely he will join any adventuring band in the immediate future, though he often dreams of it.

Theodore Burton

2nd Level Male Human Werebear Ranger

STR: 15
INT: 11
WIS: 10
DEX: 17
CON: 14
CHR: 11
AC Normal: 7
AC As Bear: 2
Hit Points: 17
Alignment: Chaotic Good
Height: 5'3" as a boy, 5'9" as a bear
Weight: 108 pounds as a boy, 177 as a bear
Hair/Eyes: Black/Brown
Age: 11

Weapon Proficiencies: Long sword, dagger, sling, staff
Nonweapon Proficiencies: Fishing (9), hunting (9), running (8), tracking (10)
Languages: Common, Bear
Ranger Abilities: Hide in shadows 15%, move silently 12%

Appearance: Teddy Burton wears his hair short and always keeps it clean, but that is usually only the tidy thing about him. His clothes usually appear dusty and worn, as he runs about the circus trying to get a look at all the animals.

Background: Teddy is the youngest of the Burtons. Unlike his brothers, Teddy has no desire to adventure. Socially inept and terminally shy, Teddy prefers the company of animals to the other circus people. However, he loves the circus life and fully intends to stay with Jack Mooney & Sons for as long as the circus will have him. When Teddy is not performing or practicing, he can be found helping with the smaller animals. Although Teddy is somewhat afraid of them, the elephants seem to like Teddy and often try to steal his food when he walks by. Other than these activities, Teddy leads a simple life. The other performers often worry about Teddy, and try to teach him how to read, write, and pass on knowledge about the Realms.

Teddy does not venture into cities the circus plays in—unless forced to accompany his parents on shopping expeditions. He spends all his spare time on the circus grounds. Teddy has romantic aspirations toward one of the girls in the acrobatic troop, but he has not made any outward gestures to her. He assumes she probably does not even know he exists.

Although Teddy is a budding ranger, studying under his older brothers, he has resolved not to become involved in fights. He is afraid of hurting others, and he worries that if he is hurt he will turn into a werebear. The young Burton is self conscious about his lycanthropy. Except for performing and practicing, Teddy will not change into werebear form.

Arnold Bixby
0 Level Male Human

STR: 13
INT: 10
WIS: 10
DEX: 18
CON: 18
CHR: 12
AC Normal: 6
Hit Points: 8
Alignment: Neutral Good
Height: 5'10"
Weight: 200
Hair/Eyes: Brown/Brown
Age: 31

Weapon Proficiencies: Long sword, dagger
Nonweapon Proficiencies: Tightrope walking (18), juggling (17)
Languages: Common, Thorass

Appearance: Arnold has dark brown skin, darker hair, and piercing eyes that seem to look right through people. He dresses in colorful, expensive clothes that he used to wear in his acrobatic act.

Background: Arnold Bixby has been with the Jack Mooney and Sons circus since it began. The first few years were spent as an acrobat, thrilling crowds with feats of daring. Unfortunately, when Arnold was trying a triple flip from a tightrope, he slipped, fell, and shattered his hip. A circus priest was able to heal the wound, but the hip didn't set properly. Unable to perform the demanding stunts of the acrobats, Arnold began working as a clown. He performed various routines until the Burtons joined the circus. Arnold was one of the first to befriend Donald and his wife. Since that day, Arnold has performed with the Burtons.

Arnold has few friends outside the circus. He has been part of the circus most of his adult life and intends to spend the rest of his life there. Arnold is not skilled at fighting, but can use his long sword or dagger if necessary to defend himself or the circus.

Jason Moorse
0 Level Male Human

STR: 11
INT: 11
WIS: 10
DEX: 11
CON: 14
CHR: 15

AC Normal: 10
Hit Points: 8
Alignment: Neutral Good
Height: 5'6"
Weight: 164
Hair/Eyes: Blond/Blue
Age: 31

Weapon Proficiencies: Dagger
Nonweapon Proficiencies: Cooking (17)
Languages: Common, Thorass

Appearance: Jason's long blond hair hangs nearly to his waist. He often braids it to keep it from becoming unruly when working. He is tanned, has sparkling azure eyes, and almost always wears a smile. He dresses simply, but cleanly, and always is concerned about his looks.

Background: Jason is a new arrival to the circus. Spending his early life as a drifter, Jason finally decided to settle down in Ravens Bluff. It was the start of winter, the circus had just returned to the city, and he sought work there. He had no luck elsewhere along the wharfs or Crow's End. In his short time with Jack Mooney & Sons, he has become fast friends with Arnold Bixby, an old hand who taught him a lot about circus performing. Jason was hesitant about performing with the Burtons when he found out their little secret. However, Arnold was persistent and since Jason wasn't attacked in the middle of the night, he agreed to sign on with the lycanthropes.

Although Jason has established a good working relationship with Donald Burton, it is a tenuous one. Jason enjoys the circus, but after listening to the tall tales of the retired adventurers who work there, he has decided the adventuring life is for him. He envisions himself as a swashbuckler and is likely to join up with the first group of player characters that takes an interest in him.

Jennifer Bloom
0 Level Female Human

STR: 8
INT: 10
WIS: 14
DEX: 14
CON: 14
CHR: 16
AC Normal: 10
Hit Points: 5
Alignment: Lawful Good
Height: 5'4"
Weight: 105
Hair/Eyes: Black/Blue
Age: 22

Weapon Proficiencies: Dagger
Nonweapon Proficiencies: Cooking (17)
Languages: Common, Thorass

Magic Items: *Ring of feather falling, ladder of balance**

Appearance: Jennifer is a striking young woman who prides herself on her looks, mannerisms, and dress. Rarely does a hair look out of place, and her coworkers have never spotted a wrinkle in her clothes. She wears her long, curly jet hair piled fashionably on top of her head; it is usually always decorated with ivory combs or other items of paste jewelry.

Background: Jennifer was born and raised in Ravens Bluff. Her parents, from a well-off section of the city, took her to the circus when she was a small child and she fell in love with it. Upon reaching her 12th birthday, her father's mercantile business fell out from under him and Jennifer's family became destitute. Three months later, Jennifer fled to the circus to escape the poverty and harsh life she had fallen into. She has been with the circus ever since. Her parents, sensing that she had found a better life with Jack Mooney, never asked her to return home. She is currently assigned to work with Burton's Bouncing Bears.

During the past 10 years, she has seen so much of the world that she has vowed never to leave the circus. Jennifer is loyal to Jack Mooney and often demonstrates her dependability. Level headed and calm, she has become a big sister to many of the younger members of the circus.

She has a crush on Jack Mooney's youngest son, although she does not have the nerve to approach him. She dresses well and always makes herself look nice, hoping he will notice. Jennifer is concerned that if he does not spot her soon, she will be forced to look elsewhere for a beau. She fears she is getting too old to be marriageable. It is possible a handsome PC might be able to sweep her off her feet, but unless he were to base himself in Ravens Bluff and not object to her staying with the circus, chances for a meaningful relationship are slim.

Although Jennifer is a daring young woman, she has one strong fear—heights. She wears a *ring of feather falling* given to her by her father when the family was wealthy, and she never climbs without her *ladder of balance.*

Karen Smyth

1st Level Female Human Illusionist

STR: 11
INT: 16
WIS: 12
DEX: 11
CON: 10
CHR: 15
AC Normal: 9
Hit Points: 4
Alignment: Neutral Good
Height: 5'2"
Weight: 103
Hair/Eyes: Blond/Blue
Age: 21

Weapon Proficiencies: Dagger
Nonweapon Proficiencies: Astrology (16), dancing (11)
Languages: Common, Thorass
Spells Per Day: 1, +1 other if from the school of illusion

Magic Items: *Ring of protection +1*

Spell Books

First Level

Cantrip	*Change Self*
Spook	*Ventriloquism*

Appearance: Karen is a delicate woman, appearing frail and small. Despite being with the circus for two years, she has kept a pale complexion. Outdoors she always dresses in long dresses and bonnets to keep the sun off her skin. Her clothes, while neat, are inexpensive and plain. Still, she draws many admiring glances from the roustabouts.

Background: Karen grew up in the slums of Ravens Bluff. There, about ten years ago, she met Jennifer Bloom and decided to run away with her to join the circus. She now works with the Burtons. Highly intelligent, as a child Karen often aspired to become the most powerful sorceress in all the land. Now, thanks to help from the Burtons and Jack Mooney, she is beginning her studies with an illusionist traveling with the circus. She devotes every free moment to studying magic, leaving her little time for socializing. However, if she hears of adventurers watching the act, she attempts to meet with them later—she always enjoys hearing adventuring tales from wizards.

New Magic Items

**Axe Of The Woodsman:* The long, curved ironwood handle fits neatly into a mitheral-edged iron head. Enchanted to +3 to hit and damage, it is crafted for felling the largest of trees. This is a magical variety of "woodsman axes," which are designed especially for lumberjacks. Unlike other axes, a Woodsman's Axe is not a "slashing" weapon, and it is not balanced for throwing. The axe was not created to be used as a weapon, however it can be deadly. The axe has the following weapon statistics: Speed factor 6, weight 10 pounds, size M, type P, damage S-M 1d4+1/1d4+1.

**Beauregard's Beautiful Bauble:* This small stone looks very much like a robin's egg and will radiate a faint aura if magic is detected for. The bauble has the power to release a calming effect on all who look at it. Anyone viewing the bauble must make a saving throw versus charm, those who are successful hear soft music and believe that the bauble is one of the most beautiful things that they have ever seen. Those who fail their saving throw are instantly calmed, at peace with themselves and their surroundings. When placed in the hands of someone who is angry or afraid, even if magically enchanted to be angry or afraid, the person will become calm and happy—if the saving throw is failed, and any enchantments dealing with anger or fear will be negated.

**Apron of Comfort:* This magical apron must be worn to be effective. It makes its wearer immune to heat and fatigue caused from long hours in the kitchen, or from prolonged adventuring in hot climates. The apron will also catch any spills, stains, etc. before they can touch the wearer or his clothing. Upon uttering the command word, the apron will clean itself and appear new. As an added benefit, the apron increases the cooking proficiency of the wearer by +3. If the wearer cannot cook, the apron will tap into the wearer's natural talent and grant the wearer a basic proficiency in cooking.

**Ladder of Balance:* This is a magical extension ladder. Two 15-foot-long sections are connected to each other by steel hinges. The properties of the ladder are that no matter which way the ladder is tipped, spun, rocked, etc. it will not fall down. The sections can be set up and unlocked manually or by command. By continuously giving commands to set and unlock the ladder, the user will cause the ladder to lay down slowly enough so that no harm will come to anyone on it.

Burton's Bouncing Bears Acts

In any performance, the Burtons appear to be nothing more than bears—albeit very intelligent ones. They never appear to the audience in their human forms.

ACT I The lights in the tent dim, a hush falls over the crowd, and a spotlight appears on Ringmaster Jack Mooney. Looking up, he says in a loud, clear voice: "Now presenting, in the center ring, an act so entertaining that you'll want to come back time and again. They are amazing. They are fabulous. They are Burton's Bouncing Bears!" The center ring lights up to reveal three bears sitting. A fourth bear (Donald Burton) stands on his hind legs and roars at the crowd, and the ringmaster says, "Maestro, if you please." Donald and Pauline waltz while Billy and Derrick watch with practiced amusement. Once the applause dies down, Billy stands up and lets out a loud "Harrumph." This is a cue to the band, which begins playing a jazz ditty. Billy dances a simple little jig and bows to the audience. Not to be outdone, Derrick gets up and dances a few ballet steps, then sticks out his tongue at Billy. Billy growls and begins to dance faster. The dancing contest switches back and forth until Billy and Derrick are dancing in tandem, then Donald and Pauline join their sons in a "chorus line" dancing number to exit the tent.

ACT II Two clowns dressed as bear hunters, wearing shoes that are 20 or 30 sizes too big, sneak toward the center ring. They are carrying small bows and arrows tipped with large suction cups. The clowns walk in tandem and every time they take a step, a drummer in the

Continued on page 30

Mutations

Abilities That Add Spice To Your GAMMA WORLD® Campaign

by Dale "Slade" Henson

Simon Dundee, a pure strain human who deems himself the utmost authority on the Gamma World mutation phenomenon, has created a 12-volume encyclopedia devoted solely to these genetic cross-strains. In the pages of this Newszine, we will show you the highlights of these volumes in a readable format. This was no small feat for us, please understand. Dr. Dundee, granted, was very thorough, but his writing style is one that requires the unabridged Oxford English Dictionary to understand.

All references to the mutated genes positioning on the DNA molecule have been removed as well. The mutational statistics given below, are in the GAMMA WORLD® game second edition format. This edition of the rules has been one of the most popular, which is why we chose this format. However, the mutations easily can be adapted to any version of the game, and with a little work they could be used in other science fiction games or as super powers in super hero campaigns.

Ablation
RANGE: Touch
TYPE: C M
DURATION: 10 Minutes
USE: Once an Hour
NUMBER: 1
DAMAGE: None

EFFECTS: This mutation allows the character to touch the wound of another and halt all blood flow. If the recipient is not willing to submit, he is allowed a Constitution check to thwart the mutation's effects. This mutation, according to Dr. Dundee, is very useful against a bite attack, stopping the flow of blood until the venom can be removed.

Ablation (Self)
RANGE: Self
TYPE: C M
DURATION: 10 Minutes
USE: 4 times a day
NUMBER: Self
DAMAGE: None

EFFECTS: This mutation is very similar to the Ablation mutation above, except that its effects are limited only to the mutant possessing the mutation.

Abulia
RANGE: Self **TYPE:** U M
DURATION: **USE:**
Permanent Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation is a ". . . mental mutation which creates the impairment or loss of volition . . ." to quote Dr. Dundee. This mutation prevents the character from acting independently. When the character sees a role model performing a task, the mutant will perform the same task, with identical results.

Acapnia
RANGE: Self **TYPE:** C P
DURATION: **USE:**
Special Special
NUMBER: Self **DAMAGE:** None

EFFECTS: A mutant with this power can halt his or her breathing for up to 10 minutes per Constitution point. The character is unable to perform tasks during this time. Once the mutation has been used, the mutant must wait half the amount of time he or she feigned death before using the mutation again. For example, if Sonja of the Red Death, with a Constitution of 14, used the mutation to feign death for 140 minutes, she would be unable to use the mutation again until 70 minutes passed.

Accelerated Growth
RANGE: Self **TYPE:** U P V
DURATION: **USE:**
Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: As its name signifies, this mutation allows the mutant to grow without experiencing a corresponding increase of Strength, Constitution, or Dexterity. The matrix below shows the amount of growth the mutant can experience. To determine growth, roll 2d6 and add the result to one-third of the mutant's Constitution score, rounded down. For example, Sonja of the Red Death has a 14 Constitution. One third of that is four (rounding down). Sonja's player rolls a seven. The two numbers are added together to get 11. Sonja's player consults the chart to learn that Sonja has increased her height by 135%. Sonja is 5′ tall; increasing her height by 135% makes her 11′9″ tall.

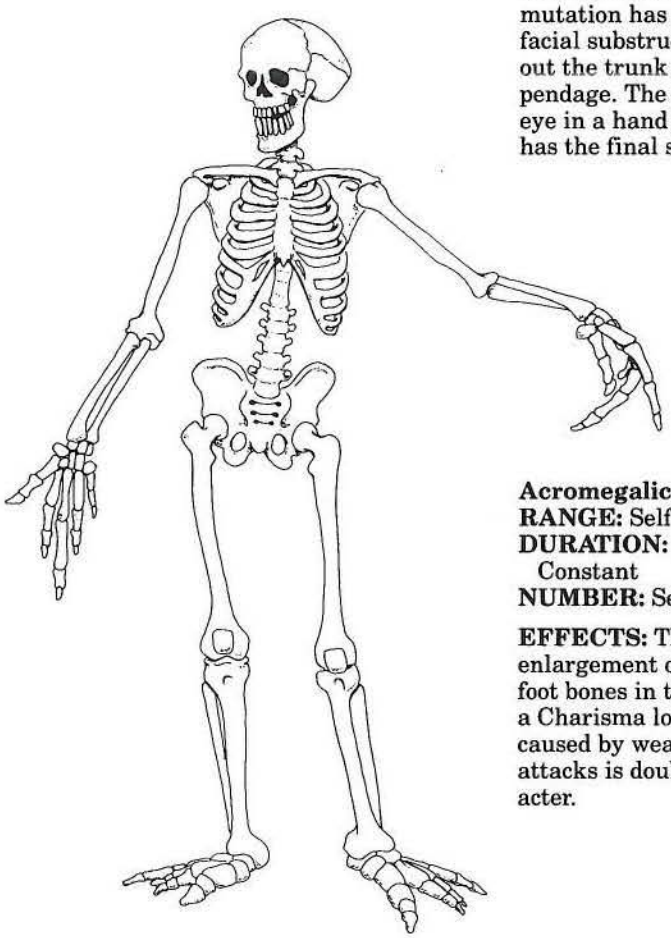
DIE ROLL	PLANT GROWTH	HUMAN/ ANIMAL GROWTH
3	15%	10%
4	26%	21%
5	39%	33%
6	53%	46%
7	68%	61%
8	85%	77%
9	103%	94%
10	124%	114%
11	146%	135%
12	171%	159%
13	198%	185%
14	228%	213%
15	260%	245%
16	297%	279%
17	336%	317%
18	380%	359%
19	428%	405%
20	481%	455%
21	539%	511%
22	603%	572%
23	673%	640%

Acclimate
RANGE: Self **TYPE:** U P
DURATION: **USE:**
Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation allows the character to adapt to any environment. Dr. Dundee has found that most altered humans who possess this mutation have all moved north of the 80th parallel. This mutation is now considered rare elsewhere. A character with this mutation must take two hours to adjust to a 10 degree change in temperature. Until the mutation aligns itself with a new climate, the character is subject to weather damage, but at 1/2 normal.

Acephalous
RANGE: Self **TYPE:** U P
DURATION: **USE:**
Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: A character possessing this mutation has no discernable head. The facial substructures are spread throughout the trunk of the body or on an appendage. The character can ask for a eye in a hand if he chooses, but the GM has the final say.



Acromegalic

Acromegalic
RANGE: Self **TYPE:** U PV
DURATION: **USE:**
Constant Constant
NUMBER: Self **DAMAGE:** Special

EFFECTS: This mutation causes the enlargement of the facial, hand, and foot bones in the character, resulting in a Charisma loss of 2d6. The damage caused by weaponless hand and foot attacks is doubled for this mutant character.

Acute Acne
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** Special

EFFECTS: This mutation causes the character's body to force poisons, cholesterol, fats, excess sugars, and alcohol out in the form of acne. This gives the character an immunity to all poisons which have strength ratings less than or equal to his Constitution. For example, Sonja of the Red Death, with a Constitution of 14, is immune to all poisons that are strength 14 and less. Poisons greater than 14 will have their normal effects. This includes death poisons, paralysis, and any other types.

Adipocere
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: The skin of a character with this mutation secretes a brown waxy substance that is water repellent. All other substances are 40% repellant as well. Once a substance has been determined as repellable, the character should make note of it. The effect is permanent.

Aequorin
RANGE: Self **TYPE:** U PV
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This causes the character, whether animal or plant, to secrete a glowing substance commonly found in deep ocean carnivores. This substance is not photoreactive, so once it is removed from the mutant it stops glowing within minutes. Opponents have a +2 to hit bonus to hit a mutant during night or dim light situations. There is also a −1 penalty to attack the character during full daylight, since the character appears almost noncorporeal because of the glow. If the substance is washed off with soap and water, it will be secreted to cover the character again in 1d4 hours.

Alarm
RANGE: MS +10 Feet **TYPE:** U M
DURATION: When Asleep **USE:** When Asleep
NUMBER: Self **DAMAGE:** None

EFFECTS: The character who has this should roll 3d6 to determine the relative strength of the mutation. Multiply that number by 10; the result is the radius in feet where danger or motion can be detected. This radius remains the same throughout the character's life. The mutant will awake immediately when a predatory animal or violent-minded opponent enters the area of effect.

Albinism
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: A character with this mutation gains a +1 to his Charisma score. This is because albinos stand out, having no pigmentation in their skin, eyes, and hair. The character sees well dim light, but is bothered by bright light and glare.

Altered Blood Content
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation alters the content of a character's blood and cannot be removed by using the Devolution mutation. The chart below reflects a few of the possible changes that could occur because of this mutation.

ROLL CHANGE

1 Actinium: This element is radioactive. When the mutant "bleeds" on someone, the target must roll a save vs. radiation.

2 Arsenic: This blood is white, and the mutant with it receives an extra save vs. poison when he comes in contact with poisonous substances. The mutant's blood is deadly to others.

3 Copper: The blood is green whenever it is oxidized. There are no other bonuses or penalties.

4 Gold: The character's blood is gold colored and is worth fifty domars per liter. During any week when the character bleeds himself to get blood for sale he must eat 12 ounces of gold for each liter or fraction of a liter of blood withdrawn.

5 Iron: This is the normal blood oxidizer.

6 Lead: This oxidizer creates thick black blood. All characters with this blood content have a 1% chance per battle of having a minor heart attack that causes 2d10 points of damage.

7 Mercury: The blood appears to be a gritty silver. It is also highly poisonous to all other creatures.

8 Silicon: The character's blood is a bright blue and has a very sharp smell. The blood can be used as a high temperature glue for objects such as gaskets.

Altered Structural Element
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: Characters with this mutation are not carbon-based life forms. The list below gives a few of the possible effects of this mutation.

ROLL CHANGE

1 Germanium: The mutant receives an Armor Class deficiency of 2, but gets a bonus of 2d4 +6 to his speed.

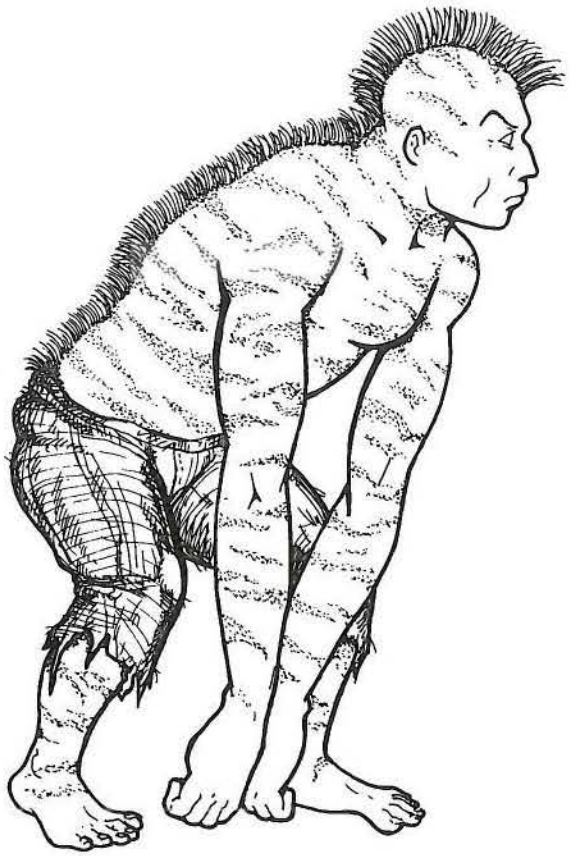
2 Lead: This bulky character receives a +2 Armor Class bonus because he is more dense than other Gamma World mutants, but he is slower. The top speed this character can achieve is reduced by 2d4 from the original stock.

3 Tin: The character receives a +1 Armor class bonus, loses 1d4 from Speed and 1d4 from Dexterity, but gains a bonus of +1d4 to Constitution. These mutants look similar to The Created android types.

4 Silicon: This character possesses a strong insect-like exoskeletal skin. The mutant gains 1d6 Constitution points, but suffers a 1d6 +6 point Dexterity loss.

Asexual
RANGE: Body **TYPE:** C P
DURATION: Constant **USE:** Once/4 years
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation is one of the most bizarre that Dr. Dundee discovered. He found a tribe of completely



Quadrupedal

identical people just south of Point Barrow, Old Alaska. Seeing this, he had to investigate. He interviewed many of the tribesmen, and learned that they "budded" to reproduce. Characters with this mutation will bud a new person every four years. The budding process takes nine months, and the person grows to appear identical to the "parent."

Attention Deficit
RANGE: Self **TYPE:** U M
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation causes an inability to concentrate on one subject, except in times of dire need. The mutant will have a −4 on the die roll for figuring out artifacts. With the genius capabilities mutation, the −4 rises to a −2. During combat, there is a 10% chance that the mutant will forget who the enemy is and strike at anyone. If an ally stumbles and accidentally bumps the character, there is a 75% chance that the mutant will believe he is the enemy and attack the new target for 2d6 rounds.

Bipedal/Quadrupedal
RANGE: Self **TYPE:** UC P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation gives animals the ability to walk on their hind legs. Humans or other bi-pedals gain the ability to walk and run on all fours, sixes, etc.

Cellular Psychokinesis
RANGE: Touch **TYPE:** C M
DURATION: Vairable **USE:** Once/hour
NUMBER: 1 **DAMAGE:** None

EFFECTS: Mutants with this ability can heal 1d4 points of damage to another character once an hour. This mutation does not work on the mutant himself.

Color Blind
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation prevents characters from seeing colors. The mutants only see black, gray, and white.

Control Birds
RANGE: 3d6 × 10 Meters **TYPE:** U V
DURATION: 1d4 Hours/Bird **USE:** Constant
NUMBER: Unlimited **DAMAGE:** None

EFFECTS: This mutant attracts birds. Whenever birds get within range of the character, they must roll a Mental Strength check or be attracted for 1d4 hours. There is no limit to the number of birds that can be attracted to the mutant at any given time. The birds will flutter about, doing nothing harmful. However, if the character is attacked, the birds attack the aggressor. A typical bird does one point of damage per attack.

Control Insects
RANGE: 3d6 × 5 Meters **TYPE:** U V
DURATION: 1d4 Hour/Insect **USE:** Constant
NUMBER: Variable **DAMAGE:** None

EFFECTS: This mutation is identical to the *Control Birds* mutation, except this mutation attracts insects. Any character with this mutation will have no less than 100 insects within the specified range at any given time.

Death Ray
RANGE: Variable **TYPE:** C MV
DURATION: Inst. **USE:** Twice/day
NUMBER: 1 **DAMAGE:** Death

EFFECTS: This powerful mutation will kill one opponent, if that opponent fails his Mental Combat roll. The range of this mutation is 2d6 +(Mental Strength/3). A mutational force field will nullify the effect.

Decreased Air Vesicles
RANGE: Body **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation limits the mutant's lung capacity by 1-50%. The character's Constitution is lowered by 1d4 as well, but any saves against airborne poisons are increased by 4.

Evolutionary Regression
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: A humanoid character with this mutation regresses on the evolu-

tionary scale. The chart below can be used with a random die roll, or the GM can choose one.

DIE RESULT

1 Australopithecus. This character gains a +3 to Strength and Constitution, but Mental Strength and Dexterity are reduced by 3.

2 Cro-Magnon. This character gains a +1 to Strength, and must subtract 2 from his Intelligence.

3 Homo-Sapiens. This is the end result to the human evolutionary track. There are no bonuses or penalties to accrue. However, the character looks like a pure strain human.

4 Monkey. The mutant gains +2 to Dexterity and must subtract 2 from his intelligence. He looks like a gorilla or a large monkey, and he is capable of human speech.

Extended Life Span
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: The life span of a character with this mutation is increased 1d6 times. However, this does not mean that for 80 to 480 years the character will not die. Such a character is not immune to damage by weapons, the environment, diseases, or creatures.

Hands
RANGE: Self **TYPE:** U PV
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation allows an animal character to gain hands on the front legs. These hands replace the paws or hooves usually associated with the animal. The animal with this mutation is allowed to use weapons. If a humanoid gains this mutation, his feet are replaced with hands. The character can still run and walk, but his speed is cut by 25%. Weapons can be used with these extra hands, but attack rolls are reduced by 4.

Hump
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Variable
NUMBER: Self **DAMAGE:** None

EFFECTS: The hump mutation provides the character with enough food and water to last for 3d6 days. The hump, which is physical and looks much like a camel's hump, must be replenished with heavy eating at the end of the time period.

Incendiary Spittle
RANGE: STR in Feet **TYPE:** C P
DURATION: Constant **USE:** Once per 30 min.
NUMBER: One **DAMAGE:** CON × 1d6

EFFECTS: A character with incendiary spittle can spit his napalm-like saliva upon opponents if they are within range. A normal to-hit is required. The range is equal to the character's strength in feet. The spittle causes 1d6 points of damage per melee round for a number of rounds equal to the spitter's Constitution. If the rancid saliva is washed off, or dunked in moving water, it will come off in 1d4 rounds. The mutant is immune to his own spittle, but no one else's.

Kinetic Bolt
RANGE: 30 Meters **TYPE:** C M
DURATION: Variable **USE:** Once an Hour
NUMBER: One **DAMAGE:** (MS/3)d6

EFFECTS: When invoked, this mutation sends a bolt of pure energy at a target within range. The bolt will pass through all metal and most force fields. Any mutant with the Force Field Generation mutation will not be effected by this mutation, if the force field is invoked at the time of the attack. The kinetic bolt will only effect living tissue. Robotics, androids, and all other nonliving mechanisms are unaffected.

Laser Eyes
RANGE: (CON) Meters **TYPE:** C P
DURATION: Inst. **USE:** Once per 3 Rnds.
NUMBER: One **DAMAGE:** (CON/3)d6

EFFECTS: This mutation allows the mutant's retina to store light and repel it in a forced pulse of coherent light. This mutation causes blindness in the mutant for one round as the retina is storing the light it is receiving. The next round, the mutant must find a target. Within a second, the retina unleashes the stored light unconsciously. At that point, if the mutant were to accidentally look at an ally, the laser pulse still would be invoked. The laser pulse does 1d6 points of damage for every three points of Constitution the mutant has (minimum two dice). The mutant must then rest his eyes for three rounds before using the mutation again, or risk permanent blindness. While the retina is storing the light for the laser pulse, the mutant is unable to perform any other activity.

Light Producing
RANGE: Self **TYPE:** U P
DURATION: Constant **USE:** Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation is gained on an extremity. The player can decide where this light producing organ is placed, such as the palm of a hand, forehead, or the end of a tail, but the GM has the final say. The light produced by this organ enables the mutant to see within 30 feet in absolute dark.

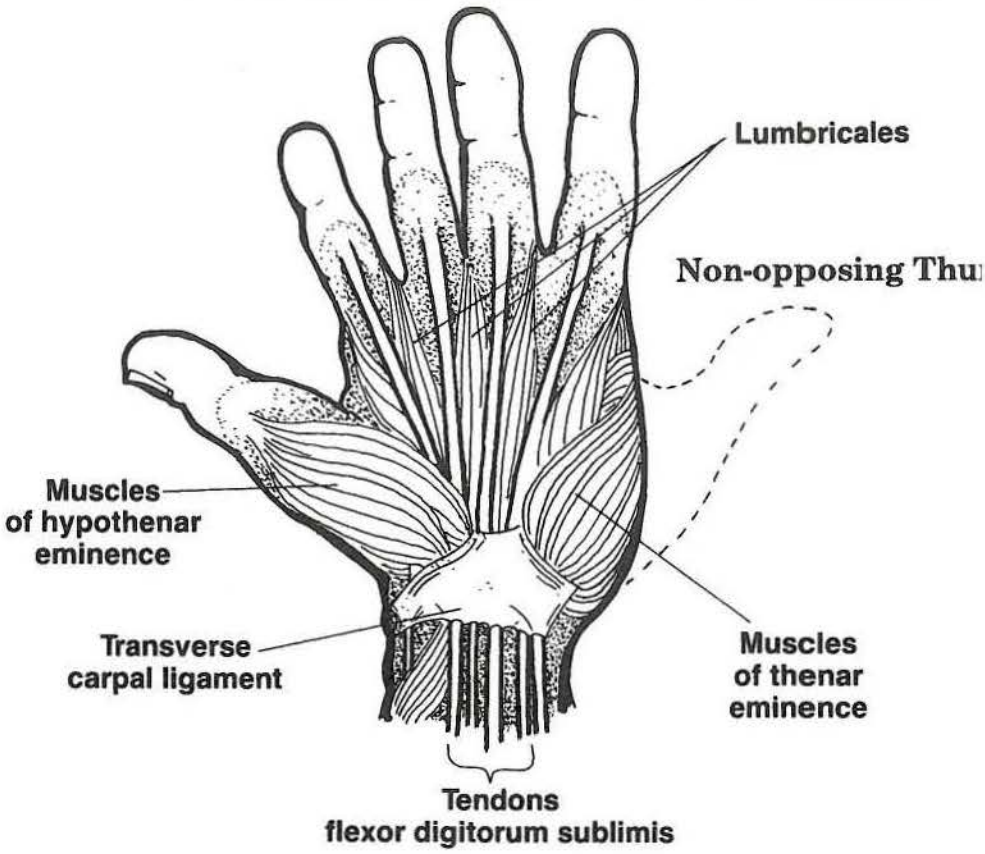
Mandibles
RANGE: Touch **TYPE:** C P
DURATION: Constant **USE:** Constant
NUMBER: One **DAMAGE:** 4d4

EFFECTS: Mutants with this ability have a bite attack. These beetle-like mandibles are so strong that they cause 4d4 points of damage to the mutant's opponents. The character is also able to bite through normal metal objects at a rate of 1/10 inch for every round.

Mechanical Empathy
RANGE: 1 Foot per MS **TYPE:** C M
DURATION: Special **USE:** Once per 4 Hours
NUMBER: One Machine **DAMAGE:** None

EFFECTS: This mutation allows the character to gain information regarding any machine, computer, computer component, or peripheral. See the chart for the information that can be gathered, and the time and minimum Mental Strength needed to gain it. For example, a character with a Mental Strength of 16 is able to gain the information for strengths 3 through 16.

MS	Time	Information
03	010 Sec	Is the machine plugged into a functional power supply.
04	020 Sec	Is the machine in working condition.
05	030 Sec	Is the machine on or can it be turned on.
06	040 Sec	Is there a touch alarm activated on the machine.
07	050 Sec	Is there a use alarm activated on the machine.
08	060 Sec	What is the mental status of the machine. Is the machine, or think tank insane?
09	070 Sec	Is there an operating security system within range.
10	080 Sec	Is there an operating weight detection security system within range.
11	090 Sec	Is there an operating noise detection security system within range.
12	100 Sec	Is there an operating motion detecting security system within range.
13	110 Sec	Is there an operating infrared security system within range that is activated.
14	120 Sec	Is there an operating ultravisual security system within range.
15	130 Sec	Is there an operating electrical detection security system within range.
16	140 Sec	Is there an operating Gamma radiation detecting security system within range.
17	150 Sec	Is there an operating brain-wave detection security system within range.
18	160 Sec	Are there defensive devices engaged on the machine.
19	170 Sec	Are the defensive devices on this machine potentially lethal.
20	180 Sec	What are the defensive devices present. This will give all information, such as location, type of damage, etc.
21	190 Sec	Is the central controller of this device aware of the mutant's location, and how does the machine feel about it.



This mutation has the following limitations:

1. A force field of RF +3 or greater on the computer or machine will double the amount of time required to obtain the information.

2. A mutant with this mutation who also possesses a Mental Strength and Intelligence greater that 19 will be detected by all think tanks within 2d20 miles of the target machine's superstructure or building.

3. For every Mental Strength point the mutant possesses above 19, the amount of time needed to gain information is cut by 30 seconds to a minimum of one second.

Mimicry
RANGE: 30 Meters
TYPE: C P
DURATION: Special
USE: Once per 4 Hours
NUMBER: One Machine
DAMAGE: None

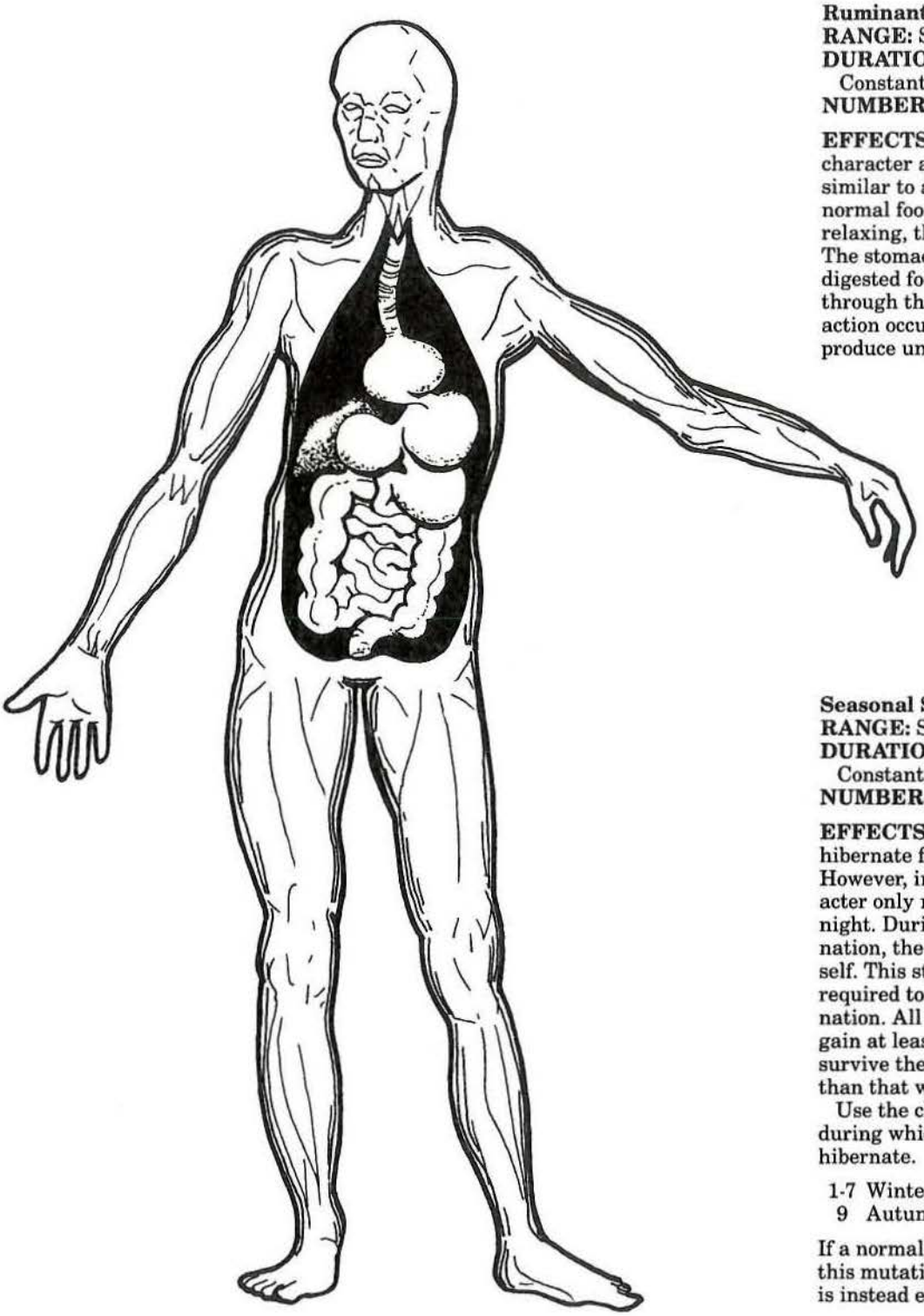
EFFECTS: This mutation allows the character to mimic any sound that he hears. This includes natural and mechanical sounds. This mutation is usually used by many creatures to lure prey. The mutation also grants the ability to throw a sound attack back at the attacker, such as a sonic blast. This latter ability does the damage of the original attack and can only be used once per four hours.

Non-Opposing Thumb
RANGE: Self
TYPE: U P
DURATION: Constant
USE: Constant
NUMBER: Self
DAMAGE: None

EFFECTS: The character with this mutation has thumbs on the wrong side of the hand. The mutant is unable to utilize weapons or tools which require an opposing thumb.

Phenomanalysis
RANGE: Sight
TYPE: C M
DURATION Constant
USE: Constant
NUMBER: Unlimited
DAMAGE: None

EFFECTS: With this mutation, the character is able to determine by sight alone if a plant or animal is harmful, poisonous, edible, contaminated, etc. This also applies to dead plants and animals, which can be examined before eating. However, it does not extend to cooked or processed foods.



Ruminant Stomach

Ruminant Stomach
RANGE: Self **TYPE:** U P
DURATION: **USE:**
Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This mutation gives the character a multi-chambered stomach similar to a cow's. The character can eat normal foods, but prefers greens. When relaxing, this mutant often chews cud. The stomachs pump a ball of partially-digested food from the stomach up through the esophagus. When this action occurs, the character tends to produce unpleasant sounds.

Seasonal Stasis
RANGE: Self **TYPE:** U PV
DURATION **USE:**
Constant Constant
NUMBER: Self **DAMAGE:** None

EFFECTS: This forces a mutant to hibernate for one-fourth of the year. However, in the other seasons, the character only needs to sleep one hour a night. During the season before hibernation, the character must gorge himself. This stores up food which is required to help him survive the hibernation. All hibernating characters must gain at least 50% in their weight to survive the hibernation. Anything less than that will assure death.

Use the chart below to determine during which season the character must hibernate.

1-7 Winter	8 Summer
9 Autumn	10 Spring

If a normally hibernative animal gains this mutation, the hibernation instinct is instead erased.

❑

The Everwinking Eye

At Home in Maskyr's Eye

by Ed Greenwood

"Where lies the heart of a realm? Its throne, some say. The one who sits upon it, others affirm, trying to appear more wise. Nay, still others say, it is the one who stands, whispering, behind it.

"None of these, I tell you. No temple or castle, no sacred grove or mountain height holds the heart of a land of Faerun. If you seek such a thing, you will find it in the eyes and toil-scarred hands of the farmers and yeomen who work the land, who answer the commands of priest and king, who help those in need, and who raise club, spade, or handy rock to defend their own.

"Go then, and find hearts. When you have done that, you can begin the truly difficult task: finding truths in any heart you have found.

"Search well; a lifetime is scarce time enough to find a handful of truth."

Storm Silverhand,
The Song of One Harp,
Year of the Broken Helm.

Sayings of the Realms, like the one above, tell us the thoughts and attitudes of the folk of Faerun. They are oft repeated by sages, bards, and tavern-talkers; and they give DMs portraying argumentative NPCs and looking to add local color to a party's six-hundred-and-forty-ninth tavern-stop a lot of verbal ammunition.

In this case, Storm's words suggest a way to study the village of Maskyr's Eye, as it is today. We already know quite a bit about it from previous columns, so let's ride in and explore. Some may find this a long way from spells and swords, but it can serve DMs as a model for many villages across northern Faerun, and we'll give it more attention than any other village probably will receive in this column.

If the narrative seems to ramble at times, well—that's the way Elminster talks, and I've never quite dared to cross swords in earnest, verbally or otherwise, with him. (Why? Well, to quote the Old Mage himself: "The best sort of day is the one ye live to see the end of.")

The Land and People

In the valley below the tower of the archmage Maskyr, farms prospered. Plowing was hard going at first, due to stony rubble well-mixed with the soil. Many small rocks are still turned up by the farmers' plows. The locals use these to build loose rubble walls, wedge-shaped ridges of heaped stones and earth that are soon overgrown with shrubs, quicklimb saplings, and creepers. Such walls make good places to hide treasure that one doesn't expect to need for a while. The greatest problem with such hiding places usually is finding them again later.

Farms on the east side of the road tend to have a narrow frontage, running back from the road to the rising, bare rock of the mountain shoulders in long, thin strips. Almost all are family-owned; few hands are hired on from outside the vale due to recurring problems of horse-theft.

The few farms lying to the west of the main road are thin bands that parallel the road, and are well-fenced, for here the rugged blackhair horses popular in the Vast are bred and trained.

Blackhairs are short-legged and broad, with terrific strength and endurance. They are sure-footed on slopes and among rocks, having natural bony plates protecting their underhooves against loose stones. They resemble ponies in build, but may grow as big and broad (though not as tall) as the great chargers favored in the South. They are named for their thick, shaggy coats of black and dark brown, and can fetch up to four hundred pieces of gold when sold fully trained in the markets of Kurth and Hlintar.

Only outlanders pay such prices—no local would expect to pay more than 75 gp for a mount, unless expecting to ride it to war in far lands, or to travel regularly about the roads of the Inner Sea lands conducting trade.

In game terms, a Blackhair is: Int Animal; AL N; AC 7; MV 24; HD 2+2; THAC0 19; #AT 3; Dmg 1-3/1-6/1-6; SZ L; ML 10; XP 65. Its load capacity, in pounds (given in unencumbered/half-speed/one-third-speeds) is 200/310/420.

The most highly esteemed horse breeders of Maskyr's Eye are Elephon Stoneshoulder and Gundul Hulvespur. Elephon is tall, shrewd, and laconic; he is related to the noble Stoneshoulder family of Procampur. His Northreach Farm is named for its location north of town. Gundul is a stocky, hook-nosed man of broad humor and hard bargains. Hulvesper Farm lies just south of Maskyr's bluff (which rises out of the woods to the west of the road, somewhat south of the center of the village).

Vines have been planted on the steep hillsides of the eastern edge of the vale to prevent erosion and landslides. They yield only bitter, stunted grapes, much afflicted with "blackweb" (powdery mildew) due to the cold damp of the climate. A thin, yellow-green wine called "sund" is made from them locally, and enjoys some popularity in the vale. It is sharp and sour in both smell and scent, and is very much an acquired taste. It sells for as little as 2 cp for a large skin, or 1 sp for a barrel as large as a man can carry.

Sund travels well, and is favored by some caravan masters and traveling merchants for their own use, although it has little value in trade. (In Calaunt sund is often called "sheeprun" for its supposed resemblance to sheep urine.)

Root crops; carrots, turnips, potatoes, and the parsnip-like garsar (a white, sharp-flavored tuber as long as a man's forearm), grow well in the vale. The local farmers also grow black brambleberries (which grow large, tart, and glossy black on thorny, rambling vine-like bushes) and wildsage. The brambleberries make a sweet jelly much used in the vale, and a wine that is either exquisite or undrinkable; Brambleberry wine is undrinkable far more often than exquisite and is seldom attempted. Wildsage is used in almost all local cooking. It lends food a flavor rather like buttered leeks.

Some poultry is kept in the vale, a few farmers raise hogs and cattle for local slaughter and dairy yield, and the vale's hunters bring game out of the surrounding woods.

The full-time hunters of Maskyr's Eye are competent guides; they avoid only the mountain heights (except during

spring, when they hunt wild goats and sheep) and the monster-infested area around the Flooded Forest.

The hunters are Torst Skydark and his brother Torvel (both natives of Thentia), and the coarser, shadier Ulcrimmon Alskayl and his many brothers and bastard-kin (their father, Skuulaghh, was a notorious local rake—and a smuggler and thief who is said to have amassed an enormous treasure his offspring have never found).

A traveler stopping at the vale's lone inn, The Wizard's Hand, may well dine on roast stag with wildsage vegetable stew. Sund, beer, and Mulmaster brandy can be had for such a meal, and for dessert, sweet-tarts with brambleberry jelly, or a bowl of sugarbread soaked in brandy and covered with cream.

Simpler fare on one of the farms would be a thick wildsage stew into which cooked chunks of meat from squirrels, boars, the black-masked bear of the Vast's forests, and porcupines have been stirred. This is eaten with beer and hardbread spread with "bloodlick" (cooked blood and meat scraps, thickened into a gravy and mixed with a little bacon fat into a paste). Dessert is hardbread sliced thin, toasted, and spread with brambleberry jelly or (in summer) wild honey.

Government and Commerce

Maskyr's Eye is governed by an Elder, who has certain limited powers in the event of attacks on the vale, and can pass decrees affecting trade within the vale.

The present Elder is the turnip farmer (first level warrior) Baernoth, a soft-spoken, bearded man of mountainous build and iron strength (STR 17). He is reasonable, careful, and afraid of nothing on the face of Faerun (ML 19). He is well respected in the vale, and expected to serve as Elder for as long as he desires.

The Elder is chosen by nomination and open vote of the Council of the vale, which also can overrule his decrees. The Council must meet to elect an Elder every twelfth Midsummer Eve, or whenever the current elder resigns, falls too sick to fulfill his or her duties, or is challenged by another resident landowner. At any election the Council may dismiss the incumbent Elder and name anyone (not just a stated challenger) Elder by majority vote. The office may be refused without ill feeling.

Twice in the past the Council has met and thrown an unpopular Elder out of office. One, the sour-tempered dairy farmer Kaerasz, proved too arrogant and arbitrary in his authority. He remains a resident of the vale, friend to few.

The other, the cobbler and wizard Ssuntyr, proved sixteen winters ago to be in league with drow and worse. As if his underground dealings weren't enough, he also was caught using magic to sicken a neighbor and then compel her to sell her farm to him ere she died. He was driven out in a vicious battle that left another farmer, Thurl Northmane, dead, and two more badly hurt.

Ssuntyr vanished through a magical device that created a portal of fire. Before he stepped through, however, two locals wounded him badly. Hulthoon Maer's axe nearly chopped off one of his hands, and Arbrest Thunwyllun's pitchfork transfixed him.

Each farmer has a voice in Council, so do the village's herbalist and apothecary, Alzhanta (a half-elven female second-level druid), the innkeeper (see below), and the smith Garl "Blackhand" Muirbar. Garl is a broad, gnarl-armed man of few words and slow anger. His appearance suggests that he has some dwarven blood. The assembled Council also settles boundary disputes and decides who will help farmers with brush-cutting at what times, and who will help maintain the trade-road through the vale.

For the past twenty years, the Council's main work has been a public water project. The village's water comes from small creeks running down from the mountains to the forest west of the road, and thence into the Flooded Forest. Irrigation of all vale farms, and the diversion of the streams (three constant and one intermittent) into a pond between the smithy and the inn is now complete. The pond is used for watering horses and local livestock, washing cartloads of root vegetables, and for bathing. Creation of the pond allowed the road to pass over the water on one broad stone bridge, instead of the three (and in spring, four) broad, muddy fords that had made the road in the vale an ankle-deep river of watery mud for much of the year.

The inn at Maskyr's Eye is a low, rambling building of stone and timber, with a thatched roof. The Wizard's Hand was built by Riothar Orlsyr (father of the present innkeeper) some eighty winters ago, after another inn to the south, The Three Dead Orcs, burned down (orcs are said to have had a hand in helping the flames).

The owner and keeper of the Hand is Lhullbannen Orlsyr, a retired human male fourth level fighter of some fifty-three winters. He is reluctant to leave the running of the inn to his massive wife and four beautiful, tomboyish daughters, who he fears are not as particular about things as they should be. Therefore, he is "too busy" to tutor aspiring warriors unless offered thousands of gold pieces by someone he likes.

The Hand has one grand suite which can sleep forty-five or so travelers in comfort, and ten private sleeping chambers. The Hand is well known to travelers in the Vast, and judged to be one of the three best road-inns in the region.

Elminster fell asleep at about this point (I expect his visits here are rare opportunities to relax; I know he sleeps very seldom when at home in Faerun), so we'll close the book on Maskyr's Eye for now.

Current Clack

* Helbareim "The Storm Wind" Alanasker, High Suihk (ruler) of Ormpar on The Shining Sea, is searching for a daring thief thought to be from Waterdeep or somewhere else on the Sword Coast. The miscreant stole a great quantity of carefully-guarded spices (including the city's entire reserves of the costly and highly-prized spice saffron), several magical blades that had lain hidden in various secret storage niches around the Suihk's palace, and the Suihk's daughter, the magically-skilled beauty Alabhansree Alanasker, Chansreena (princess) of the city.

Helbareim is said to most suspect Veldyn "the Fingers" Uruin of Telflamm, Torm of the Knights of Myth Drannor, and Hoond of Shussel, "Despoiler of Tombs."

❑

With Great Power

Setting the Stage

by Steven E. Schend

Hello, my name is Steven Schend, and I'm a games editor here at TSR, Inc. I'm also a confirmed comic book fan and unreserved devotee of the MARVEL SUPER HEROES *game. If you also are a fan of the game, or of superheroes in general, I think you'll enjoy* With Great Power. *The column will feature LOTS of information for use in superhero games. I want players and referees to get the most out of their heroes and villains. I also want this column to reflect what you—the reader—want to hear about. Feel free to respond to anything you read here. I want your opinions about the game, the topic of the month, and what you'd like to see next issue. Please send all letters to the following address:*

Mr. Steven Schend/Great Responses
c/o POLYHEDRON™ Newszine
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Lake Geneva, WI 53147

Choosing Your World

Your campaign world certainly will have a direct and immeasurable impact on your games. The world you choose, whether it is the "official" Marvel Earth or your own original world, will determine the game's flavor, tone, character role-playing opportunities, and pre-game preparation time for the players and for the referee.

Marvel Earth

If you read the comics or play the game, you know what planet I'm talking about. This is the place where the Avengers patrol both coasts, the X-men died and became legends, and everyone who's anyone is a mutant (although many people aren't happy about this). Placing your campaign here is simple: pick up the MARVEL SUPER HEROES game and your campaign is off to a grand start. New heroes can race to the rescue, joined by Captain America or Spider Man; your fledgling team might have to face off against the Absorbing Man—it's them or no one because Thor has been detained in Asgard and the Avengers are away fighting Thanos.

A Marvel Earth campaign can change simply due to changes in the Marvel Universe; many New York heroes' lives were altered drastically when the Inferno broke loose over Times Square.

There are hundreds of pregenerated characters available, along with many graphic materials (comic books) you can use easily. Players can see exactly what Annihilus or the Four Freedoms Plaza looks like, and the referee doesn't have to spend time sketching them. There are literally thousands of adventure plots available from comics and games. What fan wouldn't want to role-play the Masters of Evil Assault on Avengers Mansion? Or the epic battle between the X-men and the Imperial Guard on the Blue Area of the Moon?

Unfortunately, players already know about the characters, and how to defeat the villains. A campaign without any mysteries won't last long. Also, players tend not to think of new ways to use a character's powers, but instead rely on the same old tricks all the time.

Hero Earth

This is the world as the referee sees it and presents it to the players. It is Earth, probably in the present day, and the era of the superhero has arrived. Current events might play a large role in this setting, and games tend to center on home towns. Minuteman, the superhuman Son of Liberty, lives and operates in Concord, Massachusetts rather than Boston (probably because the referee knows Concord better than Boston). The referee and the players set the tone, atmosphere, history, and hero demographics of this unique world.

This campaign always has its mysteries. They might range from "What can that villain really do?" to "Why would that particular villain steal that shipment of experimental tissue restorer?" The participants get the chance to make their own comic book ideas come to life.

However, your own unique world requires long preparation time: character creation, map generation, adventure design, and world history all must be started from scratch. Consistently role playing brand new characters can be quite a task. Campaigns tend to be limited to areas which are familiar to the players, and many new players will create heroes that are so similar to published heroes that they'd be better off playing the pregenerated versions.

Pseudo-Marvel Earth

This is a happy medium for creating superhero campaign worlds. This version of earth resembles our own and the Marvel Universe's Earth, but is unique. Marvel's *What If?* comic books and Roger Moore's adventure, *The Gates of What If?* best exemplify this type of campaign world. To create your own, simply take your favorite elements from the Marvel Universe, fold in your own unique characters, locations, and events, and you have a new campaign world.

This alternate Marvel Earth is the ideal setting for your campaign because it allows you to draw upon all the advantages of the other two options. You have a familiar, well-detailed setting for your characters, complete with a long history and plenty of juicy adventure plots. You can use published heroes and villains as ready-made NPCs, but you can ignore anything in the comic books that you don't want to incorporate into your game. New villains can come and go, keeping the players guessing. Old villains can return with new costumes and new powers to keep the players guessing. Cities can be built just by piecing together the maps from the boxed rules sets and modules; these generic streets could be part of any city whether your campaign uses Milwaukee, Boston, Dallas, or anywhere else. Dedicated city builders should consider the *Deluxe City Campaign Set,* which includes 196 pages of information on New York, four huge poster maps, and 15 ready-to-use scenarios to start your campaign off with a bang.

Go ahead and make the most of your campaign. Now if we only can get Loki to stop cheating on his die rolls!

❑

Rakshasa

Villain, Villain, Burning Bright

by Christopher Mortika

This encounter for the **AD&D®** 2nd Edition Game *is presented in the* Book of Lairs *format. See any of the* Book of Lairs *products for more information.*

Terrain: Swamp
Total Party Levels: 65 (Average 11th)
Total Magic X.P.*: 6200 or 1200
Total gp X.P.: 2300 or 6300
Monster X.P.:
Kill: 28,500 **Defeat:** 21,375
Retreat: 7,125

*Original AD&D rules only.

This encounter is intended for experienced characters, and experienced players. A well-balanced party of characters who rely on each other's abilities and compensate for each other's weaknesses will fare well in the Hennian Marshes, defeating a powerful opponent after an exciting battle and earning treasure commensurate with the risk. A party that does not react as a team is likely to get munched.

The Set-up

• The party is summoned before Trevor, a representative of the old king, Chael. Chael has been a good king, but he is dying now, and there is nothing his priests can do. The party is assigned to travel to the city of Hennia, seven days' journey by boat to the south. There, the PCs will find Chael's daughter, Tanalia, who has been governing the place as its mayor. The PCs are to bring Tanalia to the Royal Palace for final preparations to be crowned queen and successor to her father's lands.

The day the party is set to leave on board the ship *Mother of Hope*, Trevor approaches the party again and unexpectedly doubles the offer. It seems that all of the normal diplomatic channels of contact with Hennia have been cut off. Trevor isn't sure what this means, but Tanalia might be in danger—and he's just issued the PCs hazard pay. Without a better idea of what they might be facing, the PCs will have a hard time convincing Trevor to raise his offer any further.

• Sophkant, a learned scholar and alchemist, paid money to have a mage cast *contact other plane* for him to reveal the location of the four *rings of elemental control*. The *ring of air* is somewhere in the Hennian Marshes, and Sophkant is willing to pay 5,000 gp for its recovery.

The Adventure

Mother of Hope is small as ships go, with a crew of 20 and only eight sails. But she is fast along the coastline, and maneuverable when she needs to be. Her captain, Lyran, is an elf who has been sailing for three hundred years. For the main of the journey, the party can do nothing but wait the first two days as the ship follows the coast past the Great Forest into the marshlands surrounding Hennia. If the *Mother of Hope* sails all night, she'll make port by sunrise. The Hennia port has a lighttower, so Lyran is inclined to travel through the night. However, twenty miles from Hennia, things start to go wrong.

The winds turn harsh, and the sea, choppy. Lyran decides to wait out the storm. As he approaches the shore looking for a safe anchorage, something comes out of the mists and attacks. The ship runs hard aground, taking a great hole to her hull.

The next morning, the ship is trapped in the marshes, the land is dark and muddy, and the foul smell of freshly disturbed rotting vegetation fills the air. The mosses hang from the trees like thick spider webs, and the air is thick and hot.

And Lyran is dead. He, his first mate, and the sailmaster were killed the previous night; they each have fang marks deep in their necks. One sailor, Lame Iglen, saw "Somethin. Some shape come out of the fog. It just appeared, there you are. And it killed the cap'n, the mate, and Dougand the sail-master, just as you please, with no bother. It just bit them on the necks and they fell down."

If pressed for details, Iglen just responds, "I don't know. It sure wasn't human, that's all I know."

Hennia is twenty miles away, two days by foot through the swamp, unless the party has some particularly helpful magic item that could get them there more quickly. If the party thinks to consult the *Mother of Hope*'s charts, the PCs can obtain the direction to Hennia, as well as some terrain features usable as landmarks. If they decide to use the charts as a guide, the PCs have the "landmark sighted" modifier to becoming lost (DMG, page 128). If they do not use the charts, they should receive a +20 modifier to the roll, since a trained eye is needed to distinguish landmarks in the Hennian.

The party may decide to leave a member or two on board the *Mother of Hope*, just to be safe, but this should be discouraged. The ship's crew is sensible enough to wish to remain bolted in the hold, which ought to be safe enough for a few days, and the hold has stores enough for five days.

And so the adventurers head out into a trap.

Orai The Rakshasa

The marshlands are the home of a rakshasa going by the name of Orai.

Rakshasa (1): Int Very; AL LE; AC −4; MV 15; HD 7; hp 39; THAC0 13; #AT 2; Dmg 3-12/by weapon; SA Illusions, spells, ESP; SD Hit only by magic weapons, weapons of less than +3 do half damage, blessed crossbow bolts kill; MR Immune to spells lower than 8th level; SZ M; ML 16.

Orai manifests himself in the Prime Material as a humanoid with the features of a wild boar rather than a tiger. Because of this, he fights with a weapon rather than with two claw attacks. But his bite is more savage than typical. When revealed in his true form, he wears a red-and-green silken robe, and golden bracelets worth 4,300 gp.

Orai knows the following wizard spells: *enlarge, hypnotism, sleep, unseen servant, glitterdust, misdirection, summon swarm, suggestion,* and *vampiric touch*. He can also cast the following priest spells: *cause fear, entangle,* and *faerie fire*. He carries a scroll containing the spell *create darkenbeast* (see Monstrous Compendium III, "Darkenbeast," for a description of the spell). He has armed himself with a *short sword +2*

from one victim, and wears his most precious possession, the *ring of air*, on his left hand. It was with the *control winds* power that he beached the ship the past night. His one other possession of note is a *crystal hypnosis ball*, connected to a rakshasa maharajah on the rakshasa's home plane.

Two years ago, Orai was living in Hennia, feeding quietly off the population there. He came to the attention of Preston, a priest of the local sun god. Preston didn't know how many other rakshasas dwelt in Hennia, and so made a pact with the monster: Orai and all other rakshasas would leave Hennia, and no others would ever enter. In return Preston would let Orai depart with his life. The rakshasa had looked at the 10 crossbows pointed at him, each cocked with a *blessed* crossbow bolt aimed at his heart, and he agreed. Rakshasas keep their word.

But such a pact lasts only as long as those who agreed to it. Orai has been searching for someone powerful enough to use as an agent to send into Hennia and kill Preston, at which time Orai will consider himself released from his vow and will return to the city.

To this end, Orai has killed or otherwise isolated all the conventional messengers into and out of Hennia, isolating the city from the rest of the kingdom. He correctly believed that the old king would send a group of powerful troubleshooters to Hennia. He has intercepted the party and intends to test them and then use one character as an assassin.

Orai has gained an ally and two "pets" in his years in the swamp: a crimson death, and two phase spiders.

Death, Crimson (1): Int Genius; AL NE; AC 0 (4); MV Fl 12, Fl 6 after feeding (B); HD 13; hp 60; THAC0 7; #AT 1; Dmg 3-30; SA Invisibility; SD Hit only by magic weapons; MR 95%; SZ M; ML 16.

Spider, Phase (2): Int Low; AL N; AC 7; MV 6, Wb 15; HD 5+5; hp 27, 31; THAC0 15; #AT 1; Dmg 1-6; SA Poison, −3 initiative bonus, attack from behind; SD Phasing; SZ L; ML 15.

It was the phase spiders that attacked the ship last night, killing the captain and some crew. (If the party were to check with a *detect poison* spell, the dead crewmen would reek of powerful venom.)

First Impressions

Late in the afternoon of the first day, the rakshasa (*invisible* due to the power of the *ring of air*) uses his limited *ESP* power to discern why the party has come to Hennia. He also tests the party by sending a phase spider to attack for two rounds and then flee. Orai observes the fight from a distance and makes note of a few things: is the party strong enough to handle themselves in a fight? What weapons to the characters prefer? Are there any wizards, and if so, how do they work in combat? And finally, does the party cooperate in a fight? If so, then tactics to separate the PCs might prove useful.

At this point, Orai is taking pains to keep from being caught. He observes the fight from a safe distance and does not enter combat even to save his pet spider.

Near sunset, the party will be attacked by four megalo-centipedes. This attack is not part of Orai's plans, but merely a chance encounter.

Megalo-centipedes (4): Int Non; AL N; AC 3; MV 18; HD 3; hp 18, 17, 13, 13; THAC0 17; #AT 1; Dmg 1-3; SA Poison; SZ M; ML 10.

Combat

Three hours later, Orai launches his assault. He will wait until the party is relatively relaxed (for example, eating dinner or retiring for the evening. Before the combat begins, he summons his *unseen servant* and casts *misdirection* on himself. He will *fly* directly above the party, *invisible*.

Round One: The rakshasa casts *glitterdust* on the party immediately before the crimson death appears. The crimson death attacks the strongest-looking member of the party, unless Orai has very good reasons for instructing it to attack someone else.

Round Two: Orai casts *summon swarm*, and his call will be answered in two rounds by a flock of bats. In addition, his *unseen servant* begins its work. Orai has charged it as follows: Beginning with the most lightly armored opponent and working up, loosen all buckles and straps, and remove all pouches, belts, and packs from the individual, dropping them in the marsh. Items dropped in the marsh have a 75% chance of being recoverable, this chance decreasing by 5% for each round of combat in the area.

The *unseen servant* will not discriminate between active victims, needing a "to hit" roll to successfully drop one pack or pouch; it can make one such attempt each round. Those casting spells are considered automatically hit. The servant can strip a fallen character in two rounds.

Round Three: Orai casts *faerie fire* on the party, and the phase spiders begin their attacks on randomly selected characters, changing targets each round.

Round Four: Orai *entangles* the party (the spiders, of course, are immune to the effects) in the swamp weeds and tanglevines. Characters who succeed in their saving throws are not slowed, but are rather held in place by the vegetation. They can fight as well as they please, and even receive their Dexterity bonuses to Armor Class, but they cannot change their position or orientation. The bats arrive.

Round Five: Orai casts his scroll spell, and 12 bats in the swarm are turned into darkenbeasts and attack.

Darkenbeast (12): Int Semi; AL NE; AC 4; MV 18; HD 5+5; hp 28, 25, 29, 33, 31, 35, 21, 30, 23, 24, 36, 39; THAC0 19; #AT 1 or 3; Dmg 1-4/1-4/3-12; SA Rear claws 1-4/1-4; SD Immune to mind control; MR 25%; SZ M; ML 11.

Round Six: The rakshasa takes this round to try and counter any offensives the party has begun. He might use *sleep, cause fear, gust of wind, wall of force* (especially as a counter against spells like *fireball*), *vampiric touch*, or *suggestion*. This type of defensive spell casting is called "opportunity attacks."

Round Seven: Orai *enlarges* one of the darkenbeasts.

For the rest of the combat, Orai will engage in opportunity attacks where appropriate. It is important that the DM take Orai's motivations into account. While the crimson death is looking for nothing more complicated than blood, the rakshasa is not trying to kill the party, but rather to subdue it. To this end, he will not attack in such a way as to kill most of the party's thieves, as he will need one to act as an assassin. The others could be used as hostages and bargaining chips to keep the selected assassin in line.

When he believes the party to be suitably helpless/defeated/despairing, Orai dismisses his attackers and appears before the PCs in the illusory guise of Tanalia. "She" demands to know who the PCs are, and what their

Continued on page 30

The Living Galaxy

Opponents Make The Worlds Go Round

by Roger E. Moore

Everyone loves a really good bad guy. You may hate him, but a great villain stirs the heart of a hero, drives him to perform great deeds, and invites any number of gaming adventures and sequels.

But all too often we forget that our enemies are human, too. We reduce our foes to stick figures with no other dimensions than those that offend us. Any personality that an opponent might have is buried or distorted so there is nothing left to understand about this person besides our need to fight him. If he is "bad" enough, the opponent ceases to be believable, becoming a caricature of evil. And if you don't believe in your foe, you won't believe in your struggles against him, either—and there goes the campaign.

Science-fiction role-playing games make use of every sort of opponent. In some games, the word "villain" is not applicable, as your foes are not necessarily evil—they simply oppose your plans for their own reasons. In other campaigns, Good and Evil are clearly cut, and everyone belongs to one side or the other.

There are more kinds of opponents than there are starships. Here are some comments (in no particular order) on the kinds of foes one encounters in science fiction games, as well as some ways to create more interesting opponents and ways to better use them. Creating villains, antagonists, foes, and opponents involves not so much a set of hard and fast rules as it does a loose set of guidelines and opinions. Just adopt the ideas that best suit your campaign. And drive the adventurers wild.

1. Mother Nature is an adversary, too. You can run entertaining scenarios in which the characters must survive monster-filled swamps, exploding suns, earthquakes, and hurricanes while exploring ancient ruins or abandoned alien spacecraft. Science fiction games are generally less dependent upon battles between good guys and bad guys than are fantasy, super hero, or espionage games. Outer space is a deadly adversary in itself, with limitless resources, and this aspect should be emphasized often and well.

But in the end, encounters with live, active, thinking beings are the ones that pose the greatest risk and offer the greatest excitement. Consider ways of mixing conflicts with foes and conflicts with nature to heighten the tension in an adventure, getting the best of both (bad) worlds.

Example: In POLYHEDRON™ issue #52, the "primitive" world Vizahsh was described. Picture a scenario in which the PCs are asked to help on a search-and-rescue mission in a swampy, coastal area of Vizahsh similar to parts of old Florida. A passenger steamship full of Kronx (the reptilian aliens who dominate the planet) has not been heard from following a garbled radio message about engine failure. The PCs can take one or more of the port's reasonably sophisticated rescue boats (or even their own starship) in search of the ship.

The Kronx, meanwhile, are in a shipload of trouble. Their disabled vessel has drifted onto a sandbar in an island chain inhabited by savage humans who are trying their best to kill all the Kronx they can. The Kronx are not well armed, but have fought off two native attacks so far. Bigger assaults are on the way, led by fanatic warriors from several island tribes. To make things worse (of course), a major tropical storm is brewing and will arrive shortly before the PCs reach the stranded ship, which lies a quarter-mile offshore of a fairly large island.

If the PCs can get the Kronx off the ship to the island, they can find shelter in the high hills to weather the storm, which will bring 10'-waves that will wreck the steamship. But the warlike humans don't want to give up any part of their island to anyone, and talking with them is useless.

It would help to read up on hurricanes so you can gradually introduce the PCs to more and more bad news as the scenario and the storm progress. You might even consider giving the barbaric humans some automatic weapons to really surprise the PCs. Where did primitive humans get advanced weaponry? Who taught them to use it? These questions will have to wait until later. The adventurers have enough to worry about now!

2. SF villains must fit your campaign. In many fantasy-based books, movies, and role-playing games, Good and Evil are treated as real and absolute. Even the gray areas in game-based morality are clearly defined as "neutral alignment." Good and Evil are also used in super hero comics and games, with good guys and bad guys you know by heart. There's little question as to where the major characters stand on the issues.

Science fiction often has made use of this type of villain. E.E. "Doc" Smith's monstrous Eddorians, Flash Gordon's Ming the Merciless, and the *Star Wars* saga's Darth Vader are all Evil beings who must be stopped by those who are Good. There's a lot to be said for having villains like this. The existence of Evil gives a game campaign great strength by creating very obvious adventure hooks. In West End Games' *Star Wars* system, you have your work cut out fighting the evil forces of you-know-who. The xenophobic Sathar attempt to slaughter all other races in TSR's STAR FRONTIERS® game. And Klingons gleefully frustrate the plans of starship captains in FASA's *Star Trek* campaigns. Villains like these are easily identified and universally fought. (See the editorial in DRAGON® magazine issue #157 for related comments on why demons and devils make good fantasy-game foes; many of the comments there apply here as well.)

But some science fiction campaigns do not work on the assumption that Good and Evil, as absolutes, exist. Antagonists abound in the interstellar reaches of GDW's *MegaTraveller* and *2300 AD* games and FASA's *Battletech* game—but moral issues here are often shaded with gray. An obnoxious smuggler might also be a staunch ally. A greedy merchant might have a soft spot for young people and charities, in memory of his harsh childhood. A terrorist might be viewed as a freedom fighter by the people for whom he fights.

Campaigns like this gain strength by being realistic. We know from real life how hard it can be to sort out right from wrong. Harsh, gritty, no-easy-answer problems face our everyday lives, and every road has its pitfalls. So might it be in science fiction role playing games.

Are the PCs doing more harm than good by shipping loads of firearms to a war-torn planet? Is the dictator governing a planet really as evil as he is painted? Should the PCs capture a guerilla leader or join his struggle? Such questions lend a vital edge of realism to a campaign and fuel creativity in role playing the scenarios.

The opponents that PCs meet in scenarios should reflect the theme and feel of the campaign. Foes in Good vs. Evil campaigns are often cosmic in power, possessing one or more special talents (often magical in nature) that make them extremely dangerous just by themselves. Major foes excel in badness, overshadowing petty criminals with their villainy. They often command immense forces that outnumber those of the good guys, and their reach extends across many star systems. The good guys can run, but they cannot hide (not for long, anyway). The motives for such villains nearly always boil down to the desire for more and more power. Insanity is sometimes seen among these villains, as it is assumed that only insane people would be so exceedingly bad.

Opponents in "realistic" campaigns, however, are notable for their normality and their limitations. They have normal human strengths and weaknesses, and they have access to the same materials that are used by the PCs who oppose them. These foes may commit terrible acts and be called villains, but they are neither truly evil nor insane; they simply operate under priorities not shared by the player characters. Their goals are varied; few want to conquer or destroy the world, as they have their sights set on more easily achieved ends, such as getting moderately rich by drug trafficking or arms smuggling.

Pick the type of villain that best fits your campaign—but don't feel constrained by these stereotypes. The sudden appearance of a superhuman adversary in an otherwise "realistic" campaign can really add a thrill to the proceedings, while run-ins with petty criminals in Good-vs.-Evil games will add a stronger thread of believability. Do what you have to do to make the game work best for you and the players.

(As a side note, one might add a third category to science fiction moral systems, the dark-future setting. Cyberpunk and post-holocaust games, Steve Jackson's *Car Wars/Autoduel* system, and Games' Workshop's *Warhammer 40,000* game depict SF settings in which normal morality is nearly worthless or is greatly altered in the face of ruthless, unforgiving struggles for survival. Still, villains have their niches in these games, too. Epic super villains are more at home in the *Warhammer 40,000* universe, and common opponents are best for the other.

3. No opponent, no matter how tough, is eternal. It often helps to end an adventure by having a villain escape when the heroes close in on him, but how long do you think the players are going to put up with that? Even Adolf Hitler lost in the end. No villain should be immune to the plots of the adventurers; overcoming the opposition is the whole point of adventuring. Certainly it helps for every villain to have a few back doors through which he can escape to torment the PCs another day. But if the PCs block the exits, give them the satisfaction of ending the villain's reign of terror (and make up notes on what you should do in case the PCs do exactly that). Remember: You can make up new villains anytime you like! The only reason that super villains keep returning in the comics is so that the comics companies can preserve the trademarks they keep on the villains' names. You don't need to worry about that, so give the heroes a break.

Example: The supercomputer Guardian, described briefly in this column in POLYHEDRON™ Newszine #52, looks pretty hard to beat. If the adventurers get on the wrong side of it, they would be in for the run of their (short) lives. The computer has unwitting agents and computer subsystems all over the place. I designed it that way because I liked the idea of a sentient computer that outthought humans at the survival game. Besides, Guardian is not evil; it just wishes to preserve its people's safety.

A game master, however, could easily turn Guardian into a rogue military computer that spits out viruses and deadly programming all across its end of the galaxy. Maybe it was programmed that way by an enemy government, or it has genuinely decided to destroy or rule humanity for the computer's own ends. The fight against the computer could go on for decades, far longer than the campaign's expected life, but it would make a wild backdrop for an interstellar campaign. The adventurers would often fight the rogue computer's attempts to control or destroy them, using computer viruses, hired assassins, and killer satellites. Would humanity survive if our greatest tool became our deadliest enemy?

Even in this case, it would help to make the rogue computer killable (or at least give the PCs a good shot at crippling it so that future attacks against it will be more successful). If the PCs are meant to fight it, the computer should be mortal—but no one said it had to die easily!

4. Give your villains brains. I once heard a group of players accuse a GM of cheating because he allowed the monsters in his fantasy campaign to use their own treasure to defend themselves, and because he allowed his monsters to create traps and tactics to use against the PCs. I say, "Tough noogies!" The most dangerous villains are those who think for themselves.

Of course, saying this is one thing; doing it is another. Take a close look at the tactics that the PCs use to defeat their foes. Do they use heavy firepower, surprise, camouflage, psionics, raids, or computers to remove the opposition? Once you see what they do, have your NPCs do the same. It's the old trick of having the orcs use ambushes, long bows, flaming-oil grenades, magical potions, and heavy armor to stomp the fantasy heroes who had expected to romp off with victory. You can make it work in science fiction games, too. Play NPCs as if they were your own PCs.

Example: Look at Arnold Brown, who once ruled the criminal organization HYDRA in the MARVEL UNIVERSE (yes, this is not exactly in the SF genre, but bear with me). Here was a guy who had absolutely no superpowers whatsoever. Physically he was a wimp, and he couldn't use magic, psionics, or anything else. But he was smart. And he was determined. And he had NO moral or ethical qualms to stop him. With his exceptional skill at managing things, he created and directed one of the most dangerous groups of foes that any hero ever battled. Arnold knew what to do and he did it. He planned ahead, expected the unexpected, and trained and equipped his men with the best weaponry that existed. Pity the galactic heroes who run into a foe who is his equal, who runs a force as deadly and well organized as HYDRA once was. Remember: In comic books, superhuman heroes fought HYDRA. In science fiction games the heroes will be people like you and I. Good luck.

5. Villains must be believable. A good villain must be realistic, even if he

borders the fantastic in his abilities. He should be a reasonable model of the worst in humanity. A good villain is not a raving megalomanic with his fingers poised over nuclear triggers. He is a complex and unique being. A nut case like Batman's foe, the Joker, should be rare. Criminals in the real world have normal drives, like hunger, hatred, revenge, desire, greed, and fear. Even in high-powered Good-vs.-Evil campaigns, a foe's motives and goals should be understandable and realistic.

To strengthen a villain's "realism," model him on the life and personality of a real-world individual from history or current events. I recommend that you fudge with such characters enough to hide their historical origins, especially if they are based on well-known, modern-day, still-living figures (I know better than to suggest any by name in this column).

Example: Let's again go back to POLYHEDRON™ Newszine #52, in which a world named New Columbia was described. One of the "governors" of this odd feudal society would make an excellent opponent in an adventure based on this world. For a villainous model, let's choose Adolf Hitler, who becomes Dion M. Alexander, the governor (really the absolute dictator) of the state of Springfield. Twice defeated in wars with its neighboring feudal states of Albany, Columbus, and Nashville, Springfield had a ruined economy and was kept from maintaining its own army. Then Dion Alexander came to power, and he quickly—even openly!—built his state into a major military power. Alexander is charming, but he is driven by a sense of destiny and wants his state to control all others. Most Springfielders revere their leader, who has pulled their state out of chaos and given them a future to follow.

But the future Dion Alexander envisions is one paved with hideous atrocities and world-wide destruction. He has bargained for and captured considerable amounts of advanced weaponry, and he even has two starships with nuclear missiles placed in secret retreats. In the great rallies that he holds from his ornate governor's palace, he preaches his gospel of war and conquest, and his people listen. The states around him are divided as to whether Alexander is a vital world leader of tomorrow or a warmonger out to avenge earlier wartime defeats, willing to make scapegoats of any number of other nations and ethnic groups, and willing to go to monstrous lengths to "purify" his chosen people. The latter, unfortunately, is true.

Dion Alexander is not really insane. He likes dogs and children, and he is a devoted family man. But he believes in the rightness of his mission to put Springfield in control of the world, and he is backed by weaponry and soldiers willing to see his dream become reality. He is a human being with dreadful flaws, and unless the PCs oppose him, millions will die on battlefields and "prisoner holding" camps.

6. A villain should have style. Think about Darth Vader from the *Star Wars* trilogy. Here is a villain who has style and character. He controls his underlings by fear. He ruthlessly seizes any chance to gain more power. His mechanical breathing, his hollow but commanding voice, his red lightsaber, and his black armor and cape are his trademarks. And he has his quirks, too, such as casually strangling those who fail him. You can see that nothing matters to him except his own will; he ignores everything that has nothing to do with his plans, never wasting time or effort. He is supremely confident.

Darth Vader is a unique foe with style. He is true to his personality and has attention-grabbing looks and behaviors. When he finally did step out of character in *The Return of the Jedi,* the sense of disappointment I felt was acute. Here was a really great bad guy who had been ruined. It would have been better to have kept him true to form all the way through. Don't make the same mistake with your villains.

7. Use every source you can to develop new opponents. Don't just comb old SF books and movies for bad guys. Dig around and adapt what you find to enrich and enliven your campaign. You can find:

—Goldfinger, from the James Bond novels by Ian Fleming. Here is a shrewd and calculating man whose greed knows no ends. No risk is too great and no deed too treacherous if it will bring him wealth.

—Lancelot, from the play *Camelot,* by Alan Jay Lerner and Frederick Loewe. Wait a minute—Lancelot? Hey, no kidding. A honorable and highly trusted warrior who breaks with his commander-in-chief and starts a civil war is a pretty striking opponent. Why did he do it? There could be a hundred reasons, but he still fights hard—and most honorably—for his cause.

—Al Capone, from your history books. Say that the city of Novatown, from this column in POLYHEDRON Newszine #53, has a serious crime problem among its other troubles. Mob bosses are challenging the ruling Cortez family for control of the city's fantastic income from interstellar tourists and merchants. One such boss has decided to send a "big, red valentine" to one of his rivals—and the PCs happen to be in the wrong place when the "valentine" (six aircars full of men carrying automatic weapons) is delivered. Perhaps the surviving PCs would like to send a valentine of their own back to "Big Al."

Petty dictators, corrupt merchants, treacherous mercenaries, war criminals, gangsters, religious fanatics, vengeful nobles, violent sociopaths—it's not an easy universe to live in. But adventurers weren't born to lead boring lives. And neither were those who challenge them for the glory and riches of the galaxy.

❑

More To The Maze

History and Errata for MERTWIG'S MAZE™ Gamefolio

by Tom Wham

It probably all started back when I lived in this enormous house in Lake Geneva, WI, with Jeff Perrin and Jeff "Duck" Leason. At the time, all three of us worked for TSR. Perrin has since gone to Rockford to work for Royal Hobby, and Leason has moved to Chicago and works for Mayfair Games.

For most people, a living room means couches and chairs. Our living room featured a 6-foot by 24-foot wargame table. Upstairs was the computer room with my old TRS 80, some gaming tables, and a million shelves of books. Next to that was my game-designing room with three more tables and games everywhere. Back downstairs, in the den, was the real game room where people from all over town came to play. One of the things they played was the beginnings of MERTWIG'S MAZE™ Gamefolio.

I had been forever searching for the ultimate board game version of the DUNGEONS & DRAGONS® game, so that my fortunes would equal those of Dave Arneson and Gary Gygax. But what I came up with was a game I called The Dungeon (hey, it was only a working title). In it, players were dealt cards of adventurers and a hand of encounters; treasures were kept in a separate deck. You went down into the dungeon and other people played encounters on you until you were killed or couldn't stand it any longer and came back to the surface. Of course, treasure was obtained along the way. Combat was simple (d10 vs. d10) and results were swift.

Well, times changed and so did fortunes. Myself and 200 others were laid off from TSR, and my game went into the proverbial brown box. The game languished for some years until I got an offer from a then new, now gone, game company, to sell them some board games. I took two armloads of brown boxes to them one afternoon and we spent the day playing a few and mulling over the rest. Happily, the net result was a contract (with money!) for a new board game to be called MERTWIG'S MAZE.

However, fortune is ever fleeting, and the new game company quickly ran into the reefs of financial difficulties. Their first economy measure was to drop their board game line, which, at the time consisted of Mertwig. I was lucky, I got to keep my advance. Lest you people out there think I made a killing, believe me I didn't. The game had consumed nearly 400 of my hours, so a dollar an hour was not really the best return I could get. In fact, I think one can earn more collecting aluminum cans!

Once again, the game returned to its brown box, and Tom Wham went without things like food. Then, however, in a fit of brilliance, I called old friends at TSR and asked if they might be interested in a fully-developed and playtested game ready for publication. Miracle of miracles, the answer was yes! An advance came, I ate, and the game went into production. Thanks to the able editing of Steve Winter, the game matured and became what it is today (oh, yeah, I realize it is small potatoes compared to all the role-playing stuff out there today, but there are players who don't want the complication of a full-fledged role-playing game all the time.) The rules are relatively simple and easy to master. The complexity comes in the player interaction (which gets us right back to role playing).

There's the history. Now for the problems:

Errata For MERTWIG'S MAZE Gamefolio

THE MISSING TRAP In the Mystic Vale, there is no explanation for the TRAP found at Leo's Little Leantoo. There has been much debate over what to do here. Many players just apply one wound to any one member of the party. Here's the official ruling. Randomly select any one member of the party (not the player character). Then roll a die. If the result is a 0 or exceeds the character's defense value, that character is trapped (removed from the party and returned to the discard pile).

THE MISSING MONK Among the character cards, there is one called Marldyk. The card says he is a warrior, but he is, in fact, a Monk. Therefore, he is entitled to wield the holy symbol of Anabachazz.

THE TRULY INVISIBLE RING In the upper right hand corner of the Invisible Ring (a Treasure Card) should be printed the number 3. Anyone wearing the ring adds three to his or her defense value

THE FLEE The magic spell *Fear* has proved through experience to be a real pain. Therefore, it is now no longer an area effect spell. *Fear*, when cast, applies to only one character or encounter. Problem solved.

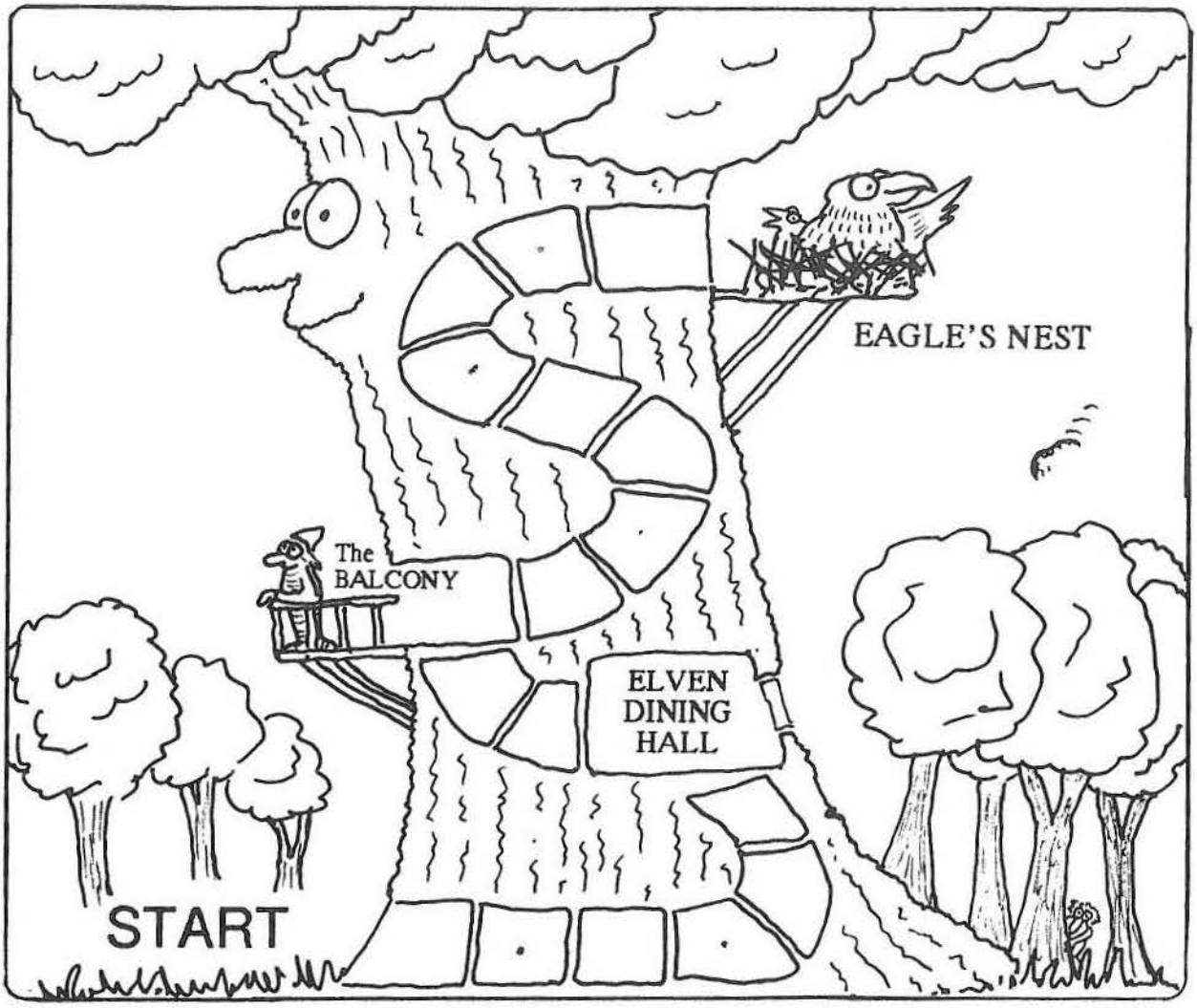
RAPID TRANSIT IN THE PYRAMID The first sentence of the movement rule for the Last Pyramid in the Sand should read: Roll the die and move one-half the amount indicated (round fractions up).

A FINAL NOTE ABOUT ENCOUNTER AREAS When a player places his marker on an encounter card, the only way he can get back to the map is through the normal exit of that encounter (unless he uses a teleport scroll).

SUGGESTIONS TO IMPROVE THE GAME Late in the game there always seems to be a shortage of treasures. One quick fix is to take the one spare Treasure Card and make it an instant pay 25 gold pieces. Another, more drastic remedy for this condition costs a mere $10. I know it sounds awful for the game designer to suggest this, and I could profit if you do, but buy an extra game and use both decks of treasure cards. This gives you plenty of treasures (not to mention two Onyx Oxen). You could also use both arms and treasure decks. Do not, however, double up the encounter deck or the character deck.

THE TALLEST TREE IN THE FOREST Here it is, a new encounter area for the MERTWIG'S MAZE Gamefolio. You have to color it yourself, and cut out or photocopy the page from this Newszine. We'll cover adventure areas for the Colossi of Morg, the Boneyard, Eagle Rock, and the Thing that Fell From the Sky in future issues.

❑



Tallest Tree In The Forest

This famous old tree is a happy place, inhabited by elves, eagles, and many other creatures. A powerful magic surrounds the tree and you may not enter if you have any evil characters in your party. By the same token, you may never have an evil encounter while at the tree.

Movement: Roll the die and move the full amount indicated. You may NOT move less than the die roll unless you choose to stop in one of the two named rooms or in the Eagle's Nest. If you roll a 0, you do not move, but you have an encounter instead. A trip through the tree should take four or five turns.

Special: If you brought the Magic Plant Spike with you, first collect your reward. Then, you have the option of subtracting one from any and every die roll you make while in the tree. This improves your chances for treasure and decreases your chance of an encounter.

ELVEN DINING HALL: Any party with at least one elf can subtract one from this die roll (cumulative if an elf has the Spike).

0,9 Encounter
8,7 THIEF (Lose 4 gold or 1 arm)
6,5 Elf Charm—5 gold or 1 magic draw
4,3 Elven Box—1 treasure
2,1 Big Elven Box—2 treasures

THE BALCONY: Great view, so inspiring. In fact, you're so overwhelmed all wounds on everyone in your party are healed. Then, roll a die:

0,9,8 Encounter
7,6 THIEF (see dining hall)
5,4 Elf Charm (see dining hall
3,2,1 Elven Box—1 treasure

THE EAGLE'S NEST: The Great Eagle and his friends live here. They are more than willing to fly you and your party a good distance toward your goal. Move one die roll in the direction of our choice and go there now. You may not, however, be flown directly to another adventure area.

STAR SPACES: When you land in a star space, the encounter player must play a starred encounter on you (remember, no evil allowed in the tree). If the encounter player does not have a such an encounter that is not evil, he passes the Encounter Player card to the left and that person must play a starred (non-evil) encounter. If the Encounter Player card circles the table to return to its original holder, there is no encounter after all. You can never play an encounter on yourself, so if the card reaches you, pass it on.

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Burton's Bouncing Bears

Continued from page 12

band beats his snare. After a few moments the clown in the rear (Jason) lets out a small sneeze. Arnold, in the front, stands tall and looks angry, yelling, "What are you doing? Do you want the bears to hear you? We're supposed to be hunting bears. It is extremely important that you be quiet. If you're not quiet, then the bears will know that you're coming. Won't they?" Appearing humbled, Jason nods to Arnold. Arnold and Jason begin sneaking around the ring, not yet entering it. As they reach the front of the ring, Derrick (in bear form) comes out from the back of the tent. He is dressed in a clown suit and has red circles painted on his cheeks. He runs around the ring, following Jason and Arnold until he is behind them. Derrick stands on his rear haunches and all three begin to walk in tandem. After going around the ring once, Arnold and Jason freeze in their tracks and slowly turn around and see Derrick. Derrick smiles stupidly and waves to Arnold and Jason. Arnold and Jason look at each other with an expression of exaggerated horror on their faces and begin to flee, shouting and screaming. Derrick drops to all fours and runs after them, right out of the tent.

ACT III A spotlight shines on the high wire. Over the center ring—halfway across the wire—is Teddy, who wails pitifully. The bear cries again, and the ring below is lit up showing two female clowns dressed in rags and amazingly large boots. The first clown, Jennifer, points to Teddy and runs to the center of the ring. The second clown, Karen, runs to an extension ladder that is lying to one side of the ring. Karen brings the ladder over to Jennifer and gestures that she should climb the ladder and save Teddy. Jennifer sternly shakes her head no and suggests Karen should be the one to climb the ladder. The two argue silently with exaggerated gestures until Jennifer forces Karen up the ladder. Karen climbs up the ladder until she reaches the three-quarter point. The ladder then bends at the hinges in the halfway point and begins to fold down; she is soon upside down, climbing toward the ground. When she reaches the ground, she rolls off the ladder and looks around in amazement. The antics with the trick ladder continue for several minutes. During this time Teddy gets tired of waiting to be rescued and walks the rest of the way across the high wire. Eventually, Jennifer gets the ladder to work, and by the time she reaches the top, Teddy is gone. The bending ladder places her back on the ground, where Karen is petting Teddy. ❑

Rakshasa

Continued from page 24

business is in this area. "Tanalia" will accept credit for the attack, claiming that the party was trespassing on her land.

Orai will gain the PCs' service through as many ruses as he can muster. First, "Tanalia" will claim her rightful privilege as queen of the realm, and order Preston executed. If that doesn't work, Orai will offer a bribe: a beautiful *crystal ball* (actually, a *crystal hypnosis ball*). If that fails, he will try to cast a *suggestion* that Preston is actually a worse threat than Orai, that the priest has made pacts with a rakshasa and "intends to do me harm." Technically speaking, this is true. Finally, if all else fails, Orai will drop his guise and threaten the PCs. If this fails as well, he will call back his phase spiders and attack the party hand-to-hand until he kills the party or he fails his morale check and takes off *flying*.

The details of the results of this parley are left to the DM. If the PC chosen assassin does indeed decide to kill Preston, or agrees to do so in hopes of luring the rakshasa into a trap, Orai will keep the rest of the party as hostages. If Orai is convinced that the PC has in fact killed Preston, the rakshasa will then turn on the party with hunger in his eyes. ❑

Word Search Revisited

L	A	T	N	E	M	E	L	E	R	S	N	O	P	Y	N	E	O	T	Y	U	G	H	L	D
O	G	R	T	Y	T	P	Q	A	C	B	A	I	R	T	D	V	G	R	V	E	O	Y	X	T
L	E	Z	D	U	A	R	V	E	R	U	T	N	E	V	D	A	D	A	K	O	B	O	L	D
T	R	E	A	N	T	T	E	L	O	N	Y	S	T	D	O	M	I	P	Y	R	L	Q	S	I
H	L	D	O	D	Y	H	D	Z	E	R	I	G	S	E	J	P	V	W	H	A	I	G	R	P
G	N	A	X	E	K	B	L	M	X	E	Z	A	N	C	U	I	T	T	E	V	N	R	D	I
M	J	A	T	A	C	S	N	R	V	Y	Q	U	O	F	D	R	N	Y	G	I	W	O	P	S
A	I	L	F	D	E	G	O	J	C	T	I	A	M	A	T	E	O	N	L	S	M	L	N	T
U	W	S	M	O	I	K	G	Y	P	S	D	B	B	C	U	G	M	F	I	H	A	R	P	Y
V	H	N	R	L	L	G	A	R	G	O	Y	L	E	A	N	A	L	O	D	I	M	A	O	X
O	P	O	A	Z	R	T	R	E	A	S	U	R	E	C	I	A	G	E	W	E	M	W	E	T
T	T	A	N	I	Q	R	D	L	T	E	F	H	E	T	H	E	R	E	A	L	D	U	M	I
A	N	A	G	A	T	T	H	N	G	T	E	J	U	C	Y	N	E	S	R	D	L	N	T	O
T	R	O	E	C	O	R	U	W	R	A	I	T	H	R	E	R	G	O	F	U	R	I	T	H
A	N	G	R	E	R	M	M	I	S	G	H	N	E	E	J	A	U	G	R	A	M	C	R	E
W	O	F	M	M	Z	A	X	M	D	E	T	Y	K	T	T	W	Z	I	M	A	X	O	K	L
O	R	C	Z	B	I	M	U	I	R	E	H	T	I	H	C	U	L	A	B	Z	M	R	M	I
A	D	Y	C	T	V	M	X	U	N	Z	D	O	I	G	Q	H	A	N	E	R	T	N	V	A
L	E	A	H	A	M	O	Y	V	S	L	U	R	T	I	S	H	A	T	Z	T	E	I	M	P
W	H	R	A	Y	B	T	A	F	W	I	N	L	L	F	L	E	T	O	H	S	P	R	P	M
E	Y	X	R	S	G	H	I	R	M	A	G	I	C	H	A	P	T	W	I	P	T	V	S	N
C	L	R	Y	T	S	H	A	E	H	R	E	T	C	A	R	A	H	C	R	E	Y	A	L	P
V	O	L	D	W	R	A	I	M	D	R	O	W	S	C	O	E	I	N	S	L	X	N	D	S
R	P	A	L	A	D	I	N	C	K	A	N	O	C	N	E	G	E	T	S	L	I	A	G	N
H	N	O	M	K	G	E	H	K	H	N	A	R	G	A	D	N	F	P	H	S	G	M	E	O

Try using this grid to find "dungeon related" words. The puzzle that appeared in issue #56 had two lines of letters missing—sorry.

Classifieds

Finland A 16-year-old, male AD&D® game and fantasy freak is looking for pen pals. Please write Saku Mantere, Sarsantie 4, 00920 Helsinki, Finland.

United Kingdom Our group of 20 to 22-year-olds on the Isle of Man invites new members to take part in forthcoming campaigns designed to bring out the character in your character. We mainly play the AD&D game, although we enjoy many others including Call of Cthulhu, Rolemaster, and Spacemaster. Contact Justin Unsworth, 13 Third Ave, Douglas, Isle of Man.

New Hampshire Is there a role-playing group located within one hour of Portsmouth, NH? Please write Mark Moore, P.O. Box 143, New Castle, NH 03854.

Oklahoma Attention any and all gamers in the Tulsa or Stillwater areas. I'm an avid player of the AD&D game and its spinoffs. I also enjoy Robotech and I'm eager to learn new games. Please contact Laymon R. Rupe, P.O. Box 21, Waldo, FL 32694.

Pennsylvania Mature 15-year-old DM/player looking for gamers in the Reading-Pottstown area. I play both versions of the AD&D game, TMNT, Shadowrun, MARVEL SUPER HEROES game, Stormbringer, Battletech, the D&D® game, Blood Bowl, and others. I am a great fan of the SPELLJAMMER™ campaign setting. All ages are welcome, but I prefer mature and experienced players. I am perfectly willing to learn other games. Write Matt Pennington, 124 Russel Ave, Douglasville, PA 19518, or call me at 215-385-6201.

Texas Attention Fort Worth gamers. We're looking for a few good people for a local club. Interested? Contact Tom Allen, 4408 Springbranch, Fort Worth, TX 76116. We've tried most mainstream (and some unusual) RPGs.

Wisconsin Attention all gamers living in the Fox Valley area. Please contact me. I wish to join a Network club or form a new one. I'm lonely, but I know there must be other members here. Write Roy Plamann, 1800 W Pershing Apt. 6, Appleton, WI 54914, or call 414-749-1218. Show me you're out there please.

General: Female gamer, 16 years old, seeks as many pen pals as possible, especially overseas. I'm interested in Rolemaster, the AD&D game, Call of Cthulhu, Paranoia, and others. My other interests include computers, martial arts, and science fiction. I would like to correspond with anyone who writes novels and short stories or enjoys Stephen King's work. Please write Sue O'Reilly, 728 Caroline St, Ogdensburg, NY 13669.

General: I'm looking for used Paranoia supplements and adventures. I only am willing to pay under the retail price. Please send list to Christopher Willson, 2179 CR 204, Durango, CO 81301.

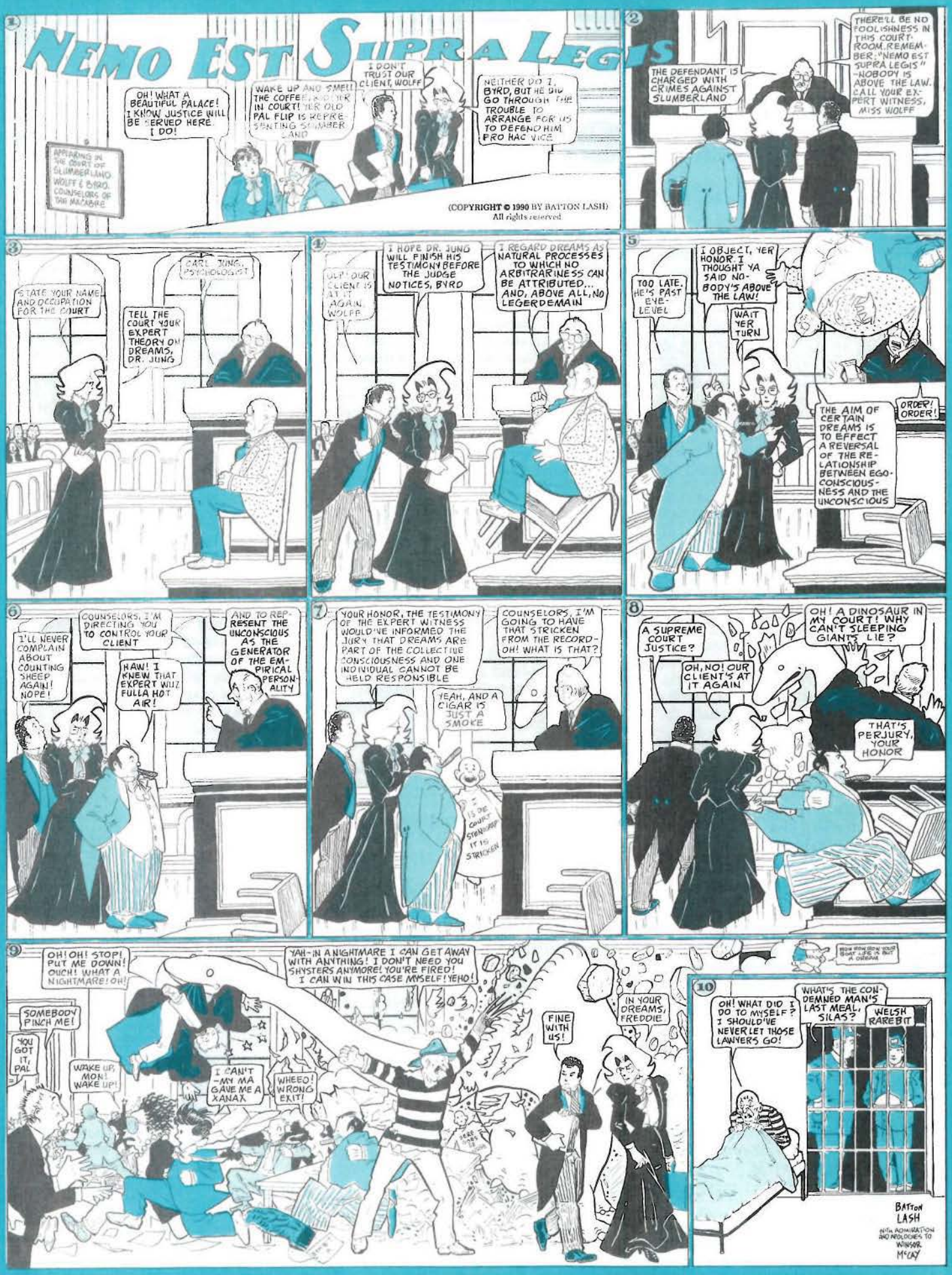
General Wanted: the original AD&D metal miniatures boxed sets. I need *Fighters, Rangers, & Paladins* and *Undead Creatures.* Send the name of the set and the condition of the figures to Andy Vance, 313 So. 3rd St, Delavan, WI 53115.

General For Sale: Collection of RPGs in good to excellent condition. For example, FORGOTTEN REALMS™ boxed sets and source books, TOP SECRET/S.I.™ game sets and source books, MARVEL SUPER HEROES game adventures. Reasonable prices. For a list, send SASE to: Frank Troise, 1 Morgan Lane, Staten Island, NY 10314. Also willing to trade.

General Seeking pen pal who enjoys playing and sharing experiences for the GAMMA WORLD® game and Call of Cthulhu. Any age welcome. Write Michael Kedziora, 4636 Passaic Ct, Huber Heights, OH 45424.

ATTENTION ALL MEMBERS
Do you need a little something extra from HQ? Use one of our forms to get it quickly, and without hassle—if you complete the right form you won't forget anything important. Our forms include:

- Convention Announcement (Must be filed at least six months in advance.)
- Tournament Request (There is a $5 fee for each tournament round unless you're providing one of your own. Must be filed at least six months in advance.)
- Classified Ad (Your ad will appear in the next available Newszine.)
- Club Registration (Any six Network members can form a sanctioned club. $35 fee, $25 renewal.)
- Standard Disclosure (Must accompany any Newszine or Tournament submission.)
- Tournament and Newszine Writer's Guidelines (Getting these ahead of time saves time and increases your chances of being accepted.)


NEMO EST SUPRA LEGIS
OH! WHAT A BEAUTIFUL PALACE! I KNOW JUSTICE WILL BE SERVED HERE. I DO!
APPEARING IN THE COURT OF SLUMBERLAND WOLFF & BYRD, COUNSELORS OF THE MACABRE
WAKE UP AND SMELL THE COFFEE, BOY! IN COURT! YER OLD PAL FLIP IS REPRESENTING SLUMBERLAND
I DON'T TRUST OUR CLIENT, WOLFF
NEITHER DO I, BYRD, BUT HE DID GO THROUGH THE TROUBLE TO ARRANGE FOR US TO DEFEND HIM PRO HAC VICE
(COPYRIGHT © 1990 BY BATTON LASH)
All rights reserved
THERE'LL BE NO FOOLISHNESS IN THIS COURTROOM, REMEMBER. "NEMO EST SUPRA LEGIS" - NOBODY IS ABOVE THE LAW. CALL YOUR EXPERT WITNESS, MISS WOLFF
THE DEFENDANT IS CHARGED WITH CRIMES AGAINST SLUMBERLAND
STATE YOUR NAME AND OCCUPATION FOR THE COURT
CARL JUNG, PSYCHOLOGIST
TELL THE COURT YOUR EXPERT THEORY ON DREAMS, DR. JUNG
OUR CLIENT IS AT IT AGAIN, WOLFF
I HOPE DR. JUNG WILL FINISH HIS TESTIMONY BEFORE THE JUDGE NOTICES, BYRD
I REGARD DREAMS AS NATURAL PROCESSES TO WHICH NO ARBITRARINESS CAN BE ATTRIBUTED... AND, ABOVE ALL, NO LEGERDEMAIN
I OBJECT, YER HONOR. I THOUGHT YA SAID NOBODY'S ABOVE THE LAW!
TOO LATE. HE'S PAST EYE-LEVEL
WAIT YER TURN
ORDER! ORDER!
THE AIM OF CERTAIN DREAMS IS TO EFFECT A REVERSAL OF THE RELATIONSHIP BETWEEN EGO-CONSCIOUSNESS AND THE UNCONSCIOUS
I'LL NEVER COMPLAIN ABOUT COUNTING SHEEP AGAIN! NOPE!
COUNSELORS, I'M DIRECTING YOU TO CONTROL YOUR CLIENT
HAW! I KNEW THAT EXPERT WUZ FULLA HOT AIR!
AND TO REPRESENT THE UNCONSCIOUS AS THE GENERATOR OF THE EMPIRICAL PERSONALITY
YOUR HONOR, THE TESTIMONY OF THE EXPERT WITNESS WOULD'VE INFORMED THE JURY THAT DREAMS ARE PART OF THE COLLECTIVE CONSCIOUSNESS AND ONE INDIVIDUAL CANNOT BE HELD RESPONSIBLE
YEAH, AND A CIGAR IS JUST A SMOKE
COUNSELORS, I'M GOING TO HAVE THAT STRICKEN FROM THE RECORD- OH! WHAT IS THAT?
IS DE COURT STENOGRAF IT IS STRICKEN
A SUPREME COURT JUSTICE?
OH, NO! OUR CLIENT'S AT IT AGAIN
OH! A DINOSAUR IN MY COURT! WHY CAN'T SLEEPING GIANTS LIE?
THAT'S PERJURY, YOUR HONOR
OH! OH! STOP! PUT ME DOWN! OUCH! WHAT A NIGHTMARE! OH!
SOMEBODY PINCH ME!
YOU GOT IT, PAL
WAKE UP, MON! WAKE UP!
I CAN'T - MY MA GAVE ME A XANAX
WHEEO! WRONG EXIT!
YAH - IN A NIGHTMARE I CAN GET AWAY WITH ANYTHING! I DON'T NEED YOU SHYSTERS ANYMORE! YOU'RE FIRED! I CAN WIN THIS CASE MYSELF! YEHO!
FINE WITH US!
IN YOUR DREAMS, FREDDIE
WOW WOW WOW YOUR BOAT LIFE IS JUST A DREAM
OH! WHAT DID I DO TO MYSELF? I SHOULD'VE NEVER LET THOSE LAWYERS GO!
WHAT'S THE CONDEMNED MAN'S LAST MEAL, SILAS?
WELSH RAREBIT
BATTON LASH
WITH ADMIRATION AND APOLOGIES TO WINSOR McCAY

Here is our tournament offering for this year's GEN CON® Game Fair, August 8-11 at MECCA in Milwaukee, WI. If you're interested in judging, please complete the form on the reverse side and mail it as quickly as possible. If you'd like to help with specific events, circle the time slots for the events you wish to judge. *Some events are subject to change.*

To receive free admission to GEN CON Game Fair you must judge a minimum of three time slots. (However, we encourage you to judge more.) No events are scheduled to run in Slot 05 because the RPGA™ Network breakfast is held at that time.

Judges will be accommodated on a first-come, first-served basis.

Thursday	Friday	Saturday	Sunday
01 8 a.m.-Noon	**05** 8 a.m.-Noon	**09** 8 a.m.-Noon	**13** 8 a.m.-Noon
02 Noon-4 p.m.	**06** Noon-4 p.m.	**10** Noon-4 p.m.	
03 4 p.m.-8 p.m.	**07** 4 p.m.-8 p.m.	**11** 4 p.m.-8 p.m.	
04 8 p.m.-Midnight	**08** 8 p.m.-Midnight	**12** 8 p.m.-Midnight	

Tournament	Time Slots
AD&D® Game Open	02, 03, 04, 06, 07, 08, 09, semi-final 10 & 11, final 12
AD&D Game Paragon	08
AD&D Game Grand Masters	02, 06, semi-final 11, final 13
AD&D Game Masters	01, 07, 09, semi-final 10, 12, final 13
AD&D Game Feature	02, 04, 06, semi-final 07, 08, final 11
AD&D Game Special	01, 03, 06, semi-final 09, 10, final 13
AD&D Game Rats (Star)	03, 04, 07, semi-final 08, 09, final 12
AD&D Game Network Clubs	02, 04, semi-final 06 07, final 09
AD&D Game Benefit	01, 03, 06, 08, 10, 12, 13
AD&D Game Fluffy Quest	02, 04, 06, 08, 09, 11, 12, 13
AD&D Game Living City Tournament 1	01, 03, 06, 08, 11, 13
AD&D Game Living City Tournament 2	02, 04, 07, 09, 10, 12
AD&D Game DM Event	03, 07, 11, 13
AD&D Game RAVENLOFT™ Tournament	07, 08, 10, final 12
AD&D Game SPELLJAMMER™ Tournament	03, 10, 11
BOOT HILL® Game	02, 04, final 07
TOP SECRET/S.I.® Game Grand Masters	06, 10
TOP SECRET/S.I.® Game Masters	06, 10
TOP SECRET/S.I.® Game Feature	01, 03, final 08
MARVEL SUPER HEROES Game	02, 09, 11
BUCK ROGERS® XXVc™ Game	04, 07, 12
Star Wars (West End Games)	04, 07, 10
Paranoia Grand Masters (West End Games)	03, 11
Paranoia Masters	03, 11
Paranoia Feature	03, 11
Call of Cthulhu (Chaosium)	04, 08, 12
DC Heroes (Mayfair)	01, 02, final 09
Chill (Mayfair)	07, 10
Space 1889 (GDW)	02, 06, 11
Twilight 2000 (GDW)	03, 07, 11
2300 AD(GDW)	04, 08
Megatraveller (GDW)	06, 10
Ars Magica (Lion Rampant)	08, 12
Timemaster (54° 40' Orphyte)	04, 10, 12
Champions (Iron Crown Enterprises)	04, 06, 09, final 12

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Game Fair Judge Appeal

The GEN CON® Game Fair is Coming Up Fast

Network HQ's plans for this year's GEN CON® Game Fair are well underway. The Game Fair will be held August 8-11 in Milwaukee, WI. Once again, the Network is planning more than 30 tournaments, and HQ has begun its search for game masters. A complete listing, with event times, is shown on the back of this form.

If you plan to attend the Game Fair and would like to help the Network by running games, please complete this form and return it to:

RPGA Network Judge Appeal
P.O. Box 515
Lake Geneva, WI 53147

Each tournament session takes four hours. We will only consider judges who are available for three or more game sessions. If you wish to play in some tournaments, please indicate those so we do not schedule you to judge when they are running.

If we accept you as a judge, we will mail you a judging schedule a month or two prior to the convention. Scenarios will be mailed three or four weeks before the convention.

If you are not running any of your own events, you needn't file any additional paperwork with the Game Fair Staff, this form will be enough.

Network Membership No.: _____

Name: _____

Date of Birth: _____

Address: _____

_____

Phone: _____
(day) (Area Code)

_____
(eve) (Area Code)

Please list when you will arrive at and depart from the convention:

Arrival: _____
(date) (time)

Departure: _____
(date) (time)

Please list previous judging experience:

_____

_____

_____

_____ I am willing to judge any Network Event that uses the following rules:

_____

_____

_____

_____ I'd like to help out at Network HQ

Which of the Network's time slots are you available for (minimum 3)?

_____ 01 (8 a.m. to Noon TH)
_____ 02 (Noon to 4 p.m. TH)
_____ 03 (4 p.m. to 8 p.m. TH)
_____ 04 (8 p.m. to Midnight TH)
_____ 05 (8 a.m. to Noon FR)
_____ 06 (Noon to 4 p.m. FR)
_____ 07 (4 p.m. to 8 p.m. FR)
_____ 08 (8 p.m. to Midnight FR)
_____ 09 (8 a.m. to Noon SA)
_____ 10 (Noon to 4 p.m. SA)
_____ 11 (4 p.m. to 8 p.m. SA)
_____ 12 (8 p.m. to Midnight SA)
_____ 13 (8 a.m. to Noon SU)

_____ I am willing to judge specific events at the Game Fair. See reverse for a schedule of Network events and circle the slot numbers (minimum 3) of your selections. Specific schedules are not absolutely guaranteed.

I am especially interested in playing the following events at the Game Fair. Please do not schedule me to judge when these events are running.

_____

_____

_____

Origins '91 Judge Appeal

July 4-7, Baltimore Convention Center, Hyatt Regency & Sheraton Inner Harbor

The RPGA® Network is proud to be backing Origins for the fourth consecutive year. To make our effort to serve Origins attendees the success it should be, we need your help.

A complete listing of the Network's Origins events is shown below. If you plan on attending the convention, please fill out this form and return it to:

Gemco
P.O. Box 609
Randallstown, MD 21133

For a listing of your rights and responsibilities as an event judge at Origins, see the Event Runner Policy in the Origins brochure.

Network Membership No.: _____

Name: _____

Date of Birth: _____

Address: _____

_____

Phone: _____
(day) (Area Code)

_____
(eve) (Area Code)

Please list when you will arrive at and depart from the convention:

Arrival: _____
(date) (time)

Departure: _____
(date) (time)

Please list previous judging experience:

_____

_____

_____

_____ I'd like to help out at Network HQ.

_____ I am willing to judge any Network Event that uses the following rules:

_____

_____

_____

Which of the Network's time slots are you available for (minimum 3)?

_____ 01 (8 a.m. to Noon TH)
_____ 02 (Noon to 4 p.m. TH)
_____ 03 (4 p.m. to 8 p.m. TH)
_____ 04 (8 p.m. to Midnight TH)
_____ 05 (8 a.m. to Noon FR)
_____ 06 (Noon to 4 p.m. FR)
_____ 07 (4 p.m. to 8 p.m. FR)
_____ 08 (8 p.m. to Midnight FR)
_____ 09 (8 a.m. to Noon SA)
_____ 10 (Noon to 4 p.m. SA)
_____ 11 (4 p.m. to 8 p.m. SA)
_____ 12 (8 p.m. to Midnight SA)
_____ 13 (8 a.m. to Noon SU)
_____ 14 (Noon to 4 p.m. SU)

_____ I am willing to judge specific events at Origins. See below for schedule of Network events and circle the slot numbers (minimum 3) of your selections. Specific schedules are not absolutely guaranteed. All Network events will be held on the third floor of the Baltimore Convention Center.

AD&D® Game Feature:	02, 04, 05, 09, semi-final 07, 11, final 14
AD&D Game Special:	01, 03, 06, 08, semi-final 10, 12, final 13
AD&D Game Grand Masters:	04, 08
AD&D Game Masters:	02, 07, 10, 12, final 13, 14
AD&D Members Only:	05, 09, 12, 13, 14
Star Wars (West End):	03, 07, 12
Torg (West End):	04, 06, 11
Paranoia Feature (West End):	08, 11, 12
Paranoia Special (West End):	03, 05, 09
Chill (Mayfair):	08, 10
Call of Cthulhu (Chaosium):	04, 06, 12
Space 1889 (GDW):	08, 10

I am especially interested in playing the following events at Origins. Please do not schedule me to judge when these events are running.

_____

_____

_____

_____

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